User Manual

iSignager Easy Publishing Suite

TABLE OF CONTENTS

Chapter 1> Overview

Introduction **1-1**

Target, Engage, Inform, Influence with iSignager Easy Publishing Suite 1-1

How Does Digital Signage Work? 1-1

Features **1-3**

Content Display 1-3

Design - iArtist 1-3

Scheduling - iScheduler 1-4

Management - iCommander 1-4

iSignager Software Components **1-5**

iArtist **1-5**

Menu Bar Buttons 1-5
File Management and Options 1-5
Font Style and Alignment 1-6
Canvas Panel 1-6
Tools Panel 1-7
Preview Panel 1-7
Media Repository Panel 1-8
Playlist Panel 1-8
Properties Panel 1-9
Zoom Control Panel 1-9

iScheduler **1-10**

Menu Bar Icons 1-10
File Management and Options 1-10
Calendar Panel 1-11
Layout Panel 1-12
Template Panel 1-12

Preview Panel 1-13
Plan Panel 1-13
Schedule Property Panel 1-14

iCommander **1-15**

Dashboard Panel 1-15
Player Status Panel 1-16
Player Monitor Panel 1-17
Command Task Panel 1-17
Log Viewer Panel 1-18
Publish Status 1-18

Chapter 2> Getting Started

Requirements **2-1**

Software 2-2

First Time Use **2-4**

Add a Signage Player 2-4
Create a Layout 2-7
Publishing a Schedule 2-8

Chapter 3> Layouts and Templates

Creating Layouts and Templates **3-1**

Creating a Canvas 3-1
Defining a Device for iArtist 3-1
Working with Content 3-2
Building a Media Repository 3-2
Adding Media to a Canvas 3-4
Working with Media on a Canvas 3-4

Chapter 4> Scheduling

Creating Plans and Schedules **4-1**

Start with a Plan 4-1
What's in a Plan? 4-1
Creating a Plan 4-2
The Calendar Panel: iScheduler's Canvas 4-3
Working with Schedules 4-3
Creating a Schedule 4-3
Modifying Schedules 4-5

Chapter 5> Player Management

Using the Dashboard **5-1**

Player Management **5-2**

Adding Players 5-2
Deleting Players 5-4
Modifying Player Properties 5-5

Modifying Basic Properties 5-5
Modifying Advanced Properties 5-6
Creating Groups 5-7
Removing Groups 5-9

Monitoring Players **5-11**

Task Management **5-12**

Creating Commands 5-12
Deleting Commands 5-14

Log Status **5-15**

Searching for Logs 5-15

Publishing Status **5-17**

Technology Support **5-18**

Conventions

The following conventions are used to give the users additional information about specific procedures or content. It is important to pay attention to these conventions as they will prevent the users from causing damage to themselves, equipments, or the their environments.

General Conventions

The following general conventions are used in this document.

Example:

Indicates information used to demonstrate or explain an associated concept.

Note:

Indicates additional information that is relevant to the current process or procedure.

Important:

Indicates information that is important to know for the proper completion of a procedure, choice of an option, or completing a task.

WARNING!

Warning information appears before the text it references to emphasize that the content may prevent damage to the device or equipment.

CAUTION!

Cautions appear before the text it references. Caution appear in capital letters to emphasize that the message contains vital health and safety information.

Typographical Conventions

The following typographical conventions are used in this document.

Italics

Indicates book titles, directory names, file names, path names, and program/process names.

Constant width

Indicates computer output shown on a computer screen, including menus, prompts, responses to input, and error messages.

Constant width bold

Indicates commands or information literally entered by a user on the computer. Variables contained within user input are shown in angle brackets (< >).

Bold

Indicates keyboard keys that are pressed by the user.

Regulatory Notice

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

The changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Shielded interface cables, if any, must be used in order to comply with the emission limits.

To avoid risk of explosion, only install batteries recommended for this device. Recycle used batteries according to local government laws or guidelines.

CE NOTICE

Class A only.

Overview

Chapter 1

Introduction

Target, Engage, Inform, Influence with iSignager Easy Publishing Suite

In today's fast paced business environment it's more difficult than ever to get your organization's message across. With customers and potential customers bombarded by print ads, brochures, websites, emails, blogs, and social networks, how do you grab their attention?

Many organizations have discovered the value of digital signage placed strategically in retail, hotel, health care, airport, education, restaurant, and other environments for pushing through the noise and engaging their audience. With digital signage you can engage customers - existing and potential - at the right place with the right information at the right time.

How Does Digital Signage Work?

Targeting You can place digital signage messages directly in front of the customer at the time and place he or she is ready to take action, such as making a purchase or catching a flight. You can target your digital signage messages to time of day, place, and customer need, alerting customers to promotions in a retail environment, for example as they wait in line to pay at the register.

Impact With digital signage strategically placed, for example where people wait in line, you can engage your audience more easily than in environments where people are busy with multiple other tasks. Digital signage entertains and helps to make waiting time go faster, adding to customer satisfaction.

Time to Market Compared to printed and Web content, digital signage content is faster to create and more affordable. As you gather more information about your customers and their responses to your digital signage messaging you can quickly and easily tweak, transform and create new messaging that has even more impact better than before.

Reach Studies show that more people actually come into contact with digital signage than with the Internet, or Facebook. Even those who know nothing about digital media or the Internet can be reached with digital signage.

Influence Studies also show that people actually take action in response to digital signage. Almost one in five respondents said they made an unplanned purchase after seeing an item featured on a digital signage screen. Aside from motivating pur-

chases, digital signage is also very effective in providing critical information in traveling, health care, and other environments and training in environments such as factory floors and health care facilities.

Style Digital signage gives your business a contemporary, cutting edge image among consumers, particularly using eye-catching technology such as video walls, which combine several digital signage displays to form a single giant display.

Features

Note:

(*1, *4): Available on iS-1500, iS-1600, iS-1620, and iS-2800

(*2, *3): Available on iS-1600, iS-1620, and iS-2800

Content Display

- **Dynamic layout**: Controlled by pre-defined schedule, dynamically controlled by triggers through API (*1)
- **High resolution display**: Support Full-HD to Ultra-HD output with adjustable monitor orientation (0, 90, 180, 270) (*2)
- **Multiple displays**: Connected monitors can be configured as a clone, independent and extended large canvas ,depending on the layout design and monitor configuration, and resolution can be changed dynamically. (*3)
- **Video wall integration**: Highly integrated with QNAP Video Wall product lines. Video wall configuration can be controlled by iSignager players.
- **Real-time RSS from internet**: Instant RSS can be delivered to the connected target displays within seconds.

Design - iArtist

- Multiple zone layout
  - **Video**: Support MPEG-1/2/4, WMV9, VC-1 video formats
  - **Audio**: Support MPEG-1, MP3, WMA, WAV
  - **Image**: Support BMP, JPEG, PNG
  - **Text**: Support messages from text strings, text files and RSS with adjustable scrolling speed
  - **Flash**: Supports Flash 8.0
  - **Clock**
    - **Digital**: Display real-time clock with date
    - **Analog**: Display legacy clock with various clock templates
    - **Multiple clocks**: Multiple clocks can be defined with different time zones
- Layout templates
  - System pre-loaded templates make it easy and quick

to start the design

- User-definable templates make the teamwork more efficient

- **Playlist scheduling**: Media files in the playlist can be configured by loop counts and durations, and scheduling can be done by the elegant drag-and-drop timeline control interface

Scheduling – iScheduler

- Calendar view: Schedule layouts in the calendar view as time of day and day of week
- Schedule templates: System pre-defined usage scenarios for different vertical applications, Simply drag and drop the schedule template to the target calendar
- Direct publish: Scheduled plan can be published directly to the specific iDS-Player under small scale deployments

Management – iCommander

- Dashboard
  - Player status summary on connections, playback status, monitor status
  - Alerts on storage capacity, over temperature and system fan failure
  - Player and player group listing
- Player management
  - **Local network scan**: Players can be easily located in the intranet for content publishing and management
  - **Player grouping**: Players can be grouped for content publishing and player management
  - **Time synchronization**: Players can synchronize system time with NTP server
- Publish status: List with iSignager players' plan transfer status

iSignager Software Components

iArtist

iArtist is a powerful and flexible layout design tool. End users can use iArtist to design a multi-zone layout and define file play-back sequences, timing, and transition effects. In addition, end users can use the intuitive drag-and-drop operation to create their own templates or layouts. The timeline view lets end users define playlists intuitively.

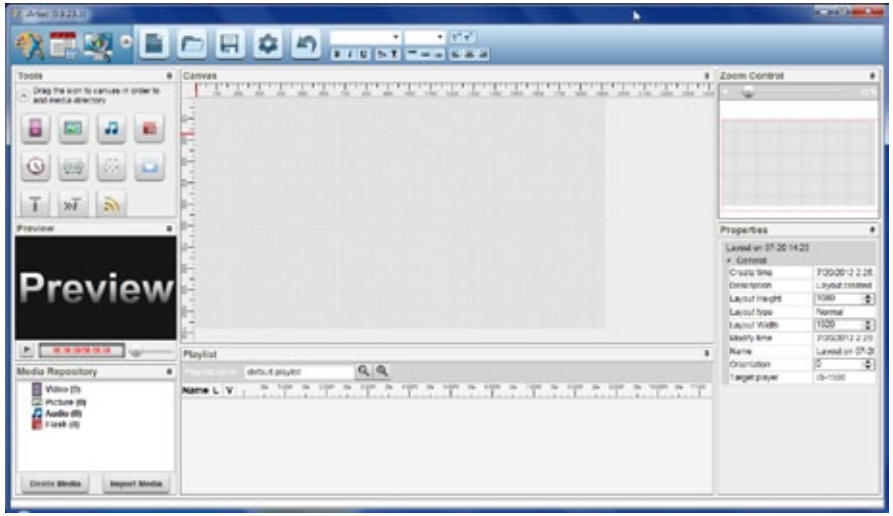
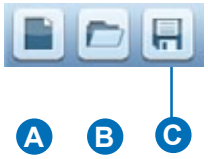


Figure 1-1. iArtist Components Overview

Menu Bar Buttons

File Management



File Management Menu Bar Buttons

Table 1-1. File Management Menu Bar Buttons

FEATURE		DESCRIPTION
A	New Layout	Creates a new layout on the canvas
B	Load Existing Layout	Shows the Open Layout dialog
C	Save Current Layout	Shows the Save Current Layout dialog

Font Style and Alignment

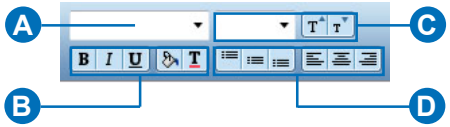


Figure 1-2. Font Style and Alignment Menu Bar Buttons

Table 1-2. Font Style and Alignment Menu Bar Buttons

FEATURE		DESCRIPTION
A	Font Family	Set the font family name
B	Font Style	Set the font style
C	Font Size	Set the font size
D	Character Alignment	Set the horizontal and vertical character

Canvas Panel

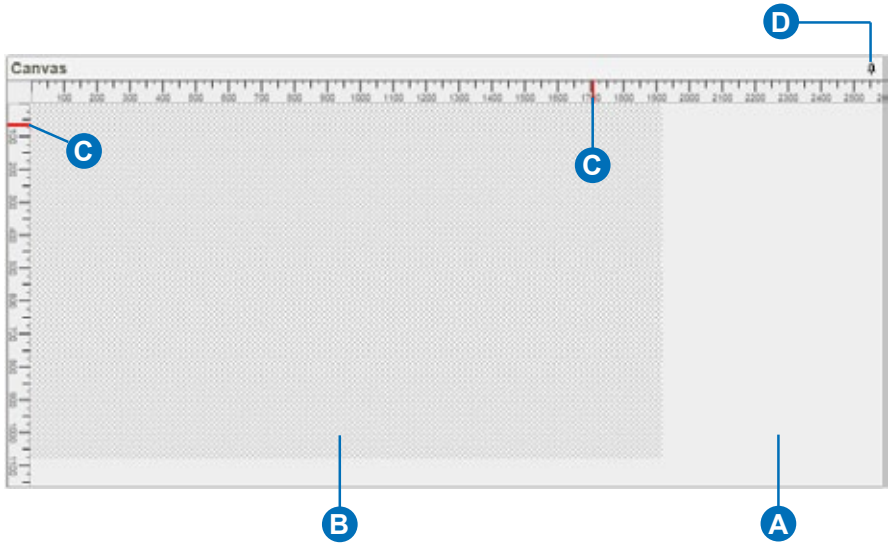


Figure 1-3. Canvas Panel

Table 1-3. Canvas Panel

FEATURE		DESCRIPTION
A	Canvas Area	Area on the panel where the template is created
B	Template Area	Area on the panel where components are added to the template
C	Rulers and Guides	Horizontal and vertical rulers with markers to show the current mouse position
D	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Tools Panel

Figure 1-4. Tools Panel

Table 1-4. Tools Panel

FEATURE		DESCRIPTION
A	Show/Hide Tools	Show or hide the template media tools
B	Tool Icon	A media tool used to build templates
C	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Preview Panel

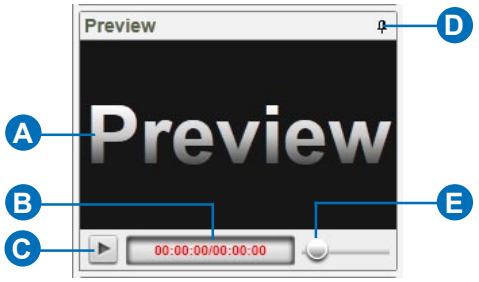


Figure 1-5. Tools Panel

Table 1-5. Tools Panel

FEATURE		DESCRIPTION
A	Preview Window	Preview the video and image media in the repository
B	Video Timestamp	Shows the current and ending time of the preview video
C	Play/Pause Button	Play or pause the preview video
D	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel
E	Frame Position Slider	View or change the current frame in the preview window

Media Repository Panel

Figure 1-6. Tools Panel

Table 1-6. Tools Panel

FEATURE		DESCRIPTION
A	Media Type Lists	Shows the available media organized by type
B	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel
C	Import Media Button	Shows the file browser to select media for the repository
D	Delete Media	Removes media objects from the Media Repository

Playlist Panel

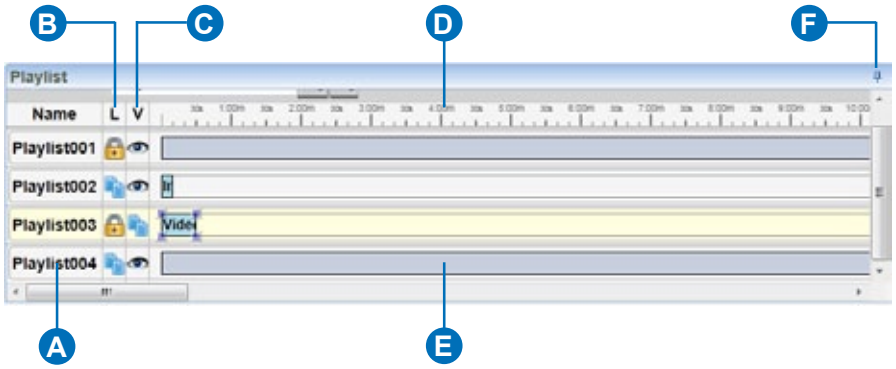


Figure 1-7. Tools Panel

Table 1-7. Tools Panel

FEATURE		DESCRIPTION
A	Playlist Name	Shows the names of the playlist media objects
B	Lock	Enable/disable the playlist media object to change position
C	View	View/hide the playlist media object
D	Timeline	Show the length and current timeline position of the playlist media object
E	Media Object	Shows media objects against the timeline and other playlists. **Note:** If several media objects are placed in one playlist, each one can have its duration and order changed.
F	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Properties Panel

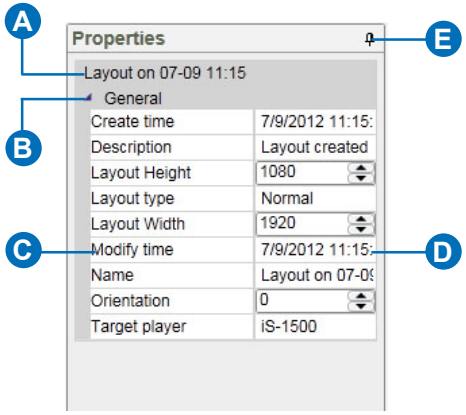


Figure 1-8. Properties Panel

Table 1-8. Properties Panel

FEATURE		DESCRIPTION
A	Layout Name	Shows the name of the current layout
B	Property Category	Shows the title of a media object property category
C	Property	Shows the name of a media object property
D	Property Value	Shows the value of a media object property
E	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Zoom Control Panel

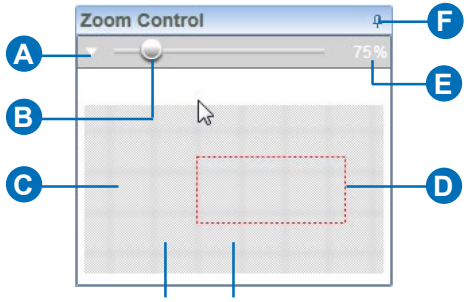


Figure 1-9. Zoom Control Panel

Table 1-9. Zoom Control Panel

FEATURE		DESCRIPTION
A	Show/Hide Preview Window	Show/hide the zoom control preview window
B	Zoom Control Slider	Set the zoom control value
C	Current Canvas	Shows the size of the current canvas
D	Zoomed Canvas	Shows the size of the zoomed canvas
E	Zoom Control Value	Shows the zoom control value as a percentage of the original size
F	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

iScheduler

iScheduler is a full range scheduling tool for layout playback. This software supports hourly, daily, weekly, and monthly based scheduling. A scheduling template is provided so that the time-slot view and calendar lets end users easily schedule their layout plan for different groups of players. The time-slot view creation represents the layout and monitoring schedule. End users can assign any kind of layout into the time slot. In addition, the property of each time slot assigned to a layout has a looping or time mode to determine how long you want your advertisements to run. End users can use the calendar to change the target time period easily.

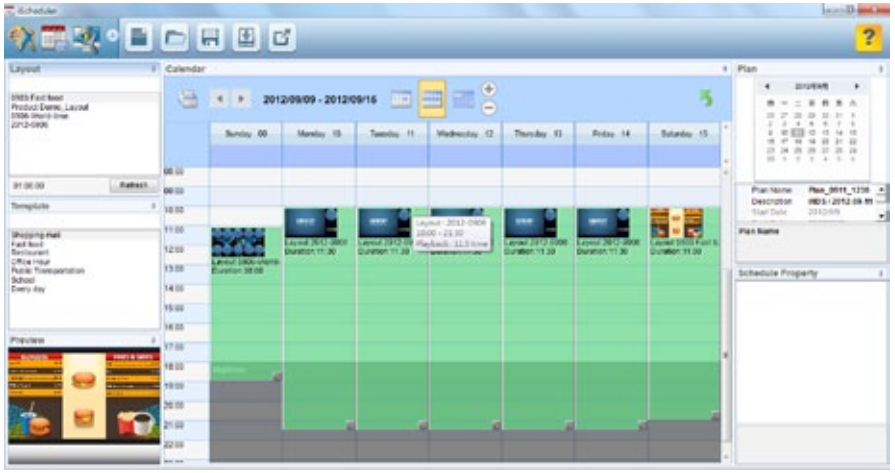
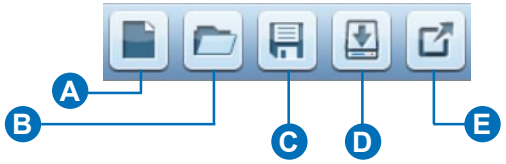


Figure 1-10. iScheduler Components Overview

Menu Bar Icons

File Management



File Management and Options Menu Bar Icons

Table 1-10. File Management and Options Menu Bar Icons

FEATURE		DESCRIPTION
A	Create New Schedule Button	Creates a new schedule
B	Load Button	Shows the Load Plan dialog
C	Save Button	The Save submenu saves the current schedule.
D	Export Schedule to Local Disk Button	Exports the contents of a plan to the file system
E	Publish	Shows the plan publish dialog

Calendar Panel

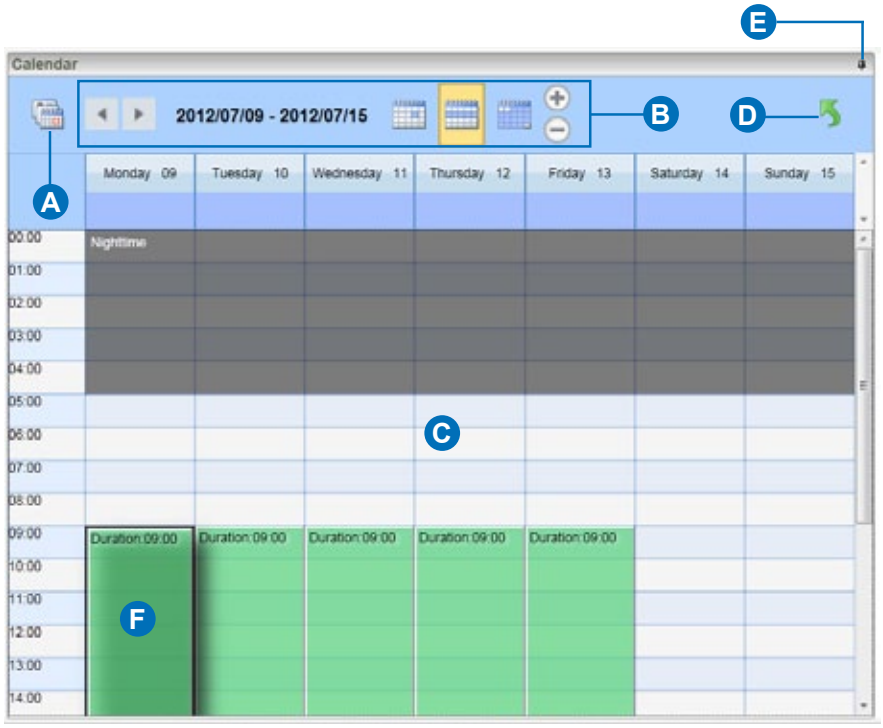


Figure 1-11. Calendar Panel

Table 1-11. Calendar Panel

FEATURE		DESCRIPTION
A	Calendar Options	Shows the calendar options dialog
B	Date Setting Controls	Controls the date range of what is shown in the calendar area
C	Calendar Area	Shows the current schedule plan
D	This Week	Sets the calendar area to show the current week's contents
E	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel
F	Schedule Area	Shows an individual schedule in the plan

Layout Panel

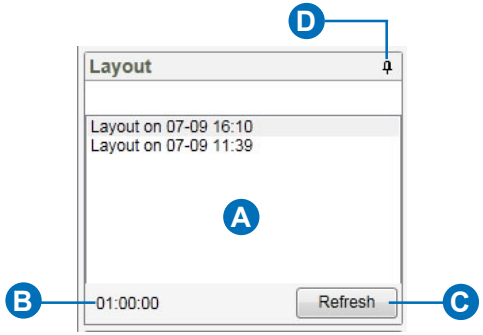


Figure 1-12. Layout Panel

Table 1-12. Layout Panel

FEATURE		DESCRIPTION
A	Layouts	Shows a list of available layouts
B	Layout Duration	Shows the time length of a selected layout
C	Refresh Button	Refresh the list of layouts
D	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Template Panel

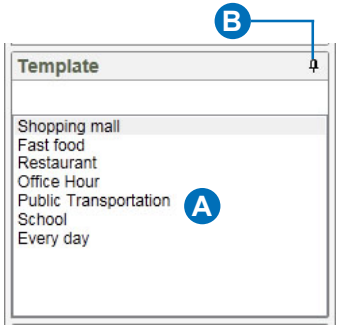


Figure 1-13. Template Panel

Table 1-13. Template Panel

FEATURE		DESCRIPTION
A	Templates	Shows a list of available schedule templates
B	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Preview Panel

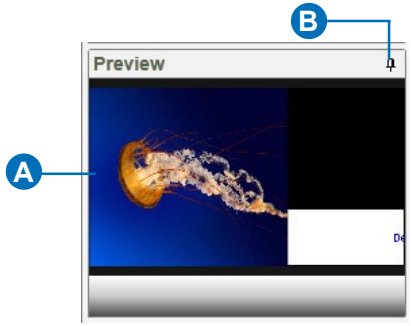


Figure 1-14. Preview Panel

Table 1-14. Preview Panel

FEATURE		DESCRIPTION
A	Preview	Shows a preview of the current layout
B	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Plan Panel

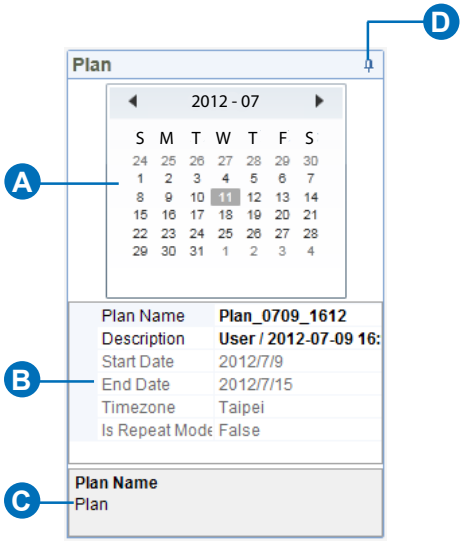


Figure 1-15. Plan Panel

Table 1-15. Plan Panel

FEATURE		DESCRIPTION
A	Calendar	Shows a calendar to help to navigate the calendar area of the calendar pane
B	Plan Details	Shows the details of the current schedule plan
C	Plan Name	Shows the name of the current schedule plan
D	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Schedule Property Panel

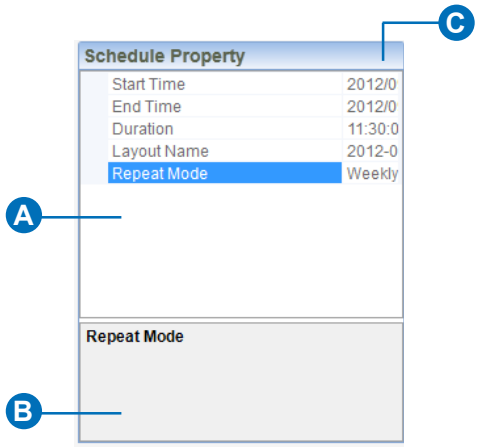


Figure 1-16. Schedule Property Panel

Table 1-16. Schedule Property Panel

iCommander

iCommander is a administration software which provides player management features, such as player status, network status, player and system settings, log reports, etc. The dashboard delivers essential information for routine check, and you can find the detailed information to maintain the whole system in just a few steps.

Dashboard Panel

Building a digital signage network is usually the easy part. However, running a system successfully day after day requires constant vigilance. All of those screens and signage players need a watchful eye just in case something goes wrong. The dashboard panel feature gives you the proactive tools that enable you to monitor a digital signage network conveniently on your computer.

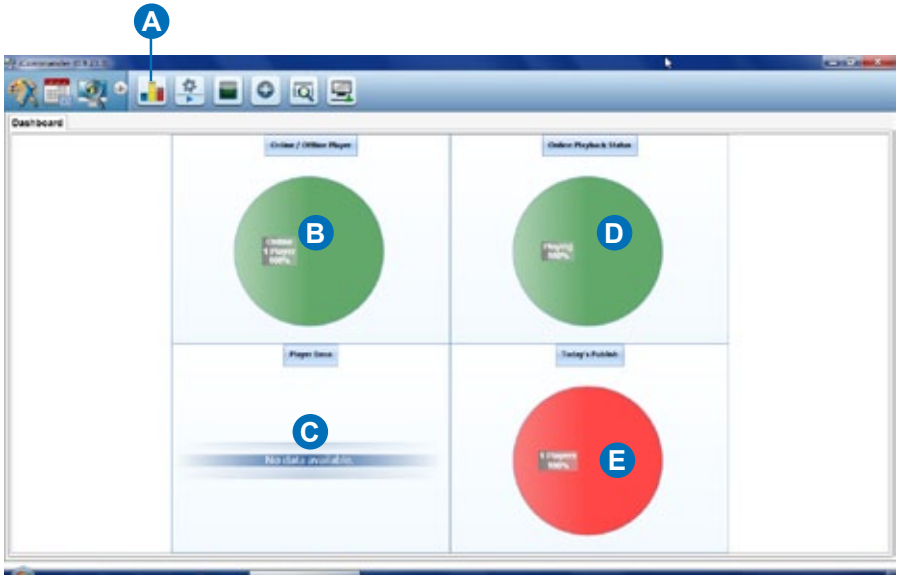


Figure 1-17. Dashboard Panel

Table 1-17. Dashboard Panel

FEATURE		DESCRIPTION
A	Dashboard Button	Shows the dashboard panel

FEATURE		DESCRIPTION
B	Online/Offline Player	Shows a list of online and offline signage players
C	Player Error	Shows the player error status for the players
D	Player Playback Status	Shows the player playback status
E	Today's Publish	Shows today's publishing status

Player Status Panel

The real-time and check-in status from the player for monitoring the player health in your network by player health status monitoring.

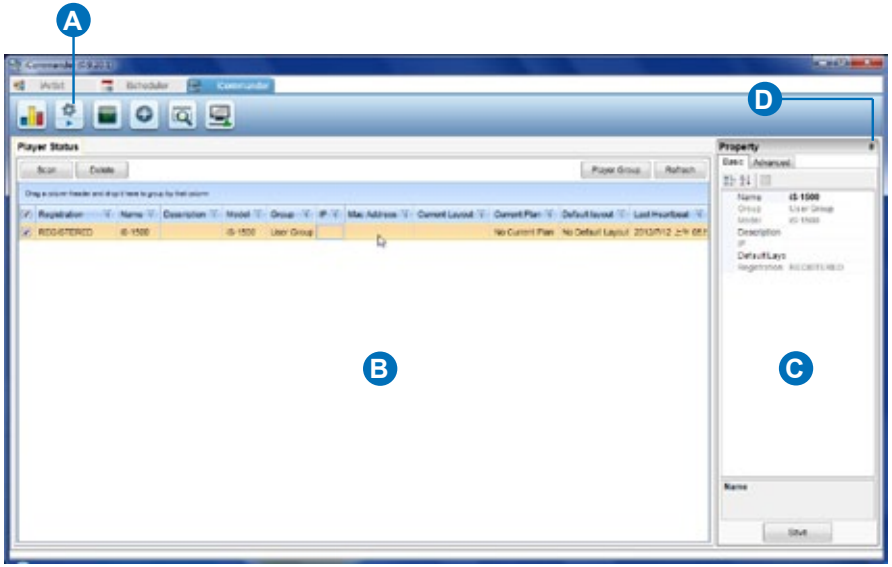


Figure 1-18. Player Status Panel

Table 1-18. Player Status Panel

FEATURE		DESCRIPTION
A	Player Status Button	Shows the player status panel
B	Player Status Panel	Shows a list of signage players
C	Property	Shows the basic and advanced properties of a selected signage player
D	Pin Icon	Pin the panel to occupy a specific screen area or unpin to hide the panel

Player Monitor Panel

A summary of a player's real time information and configuration.

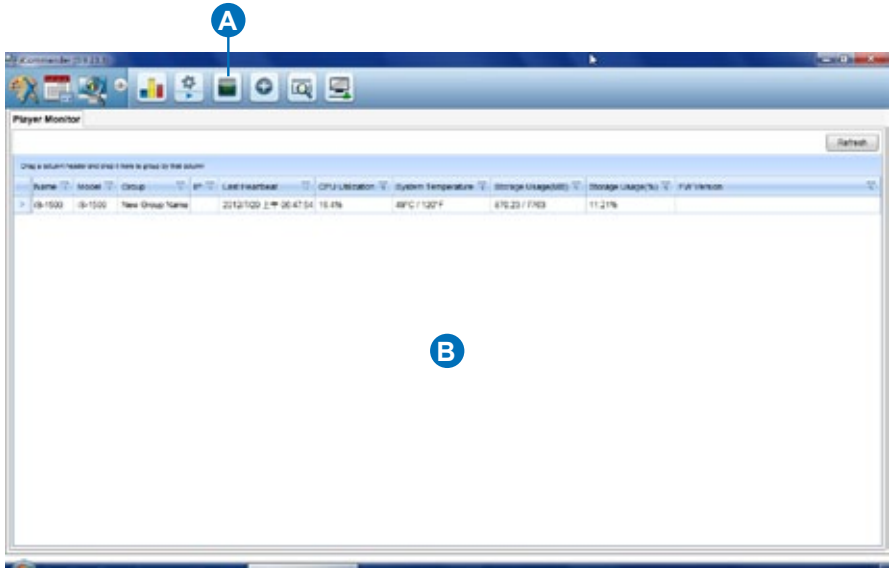


Figure 1-19. Player Monitor Panel

Table 1-19. Player Status Pane

FEATURE		DESCRIPTION
A	Player Monitor Button	Shows the player monitor panel
B	Player Monitor Panel	Shows a list of signage players

Command Task Panel

Arrange the player management command set, such as scheduling on/off and removing media files.

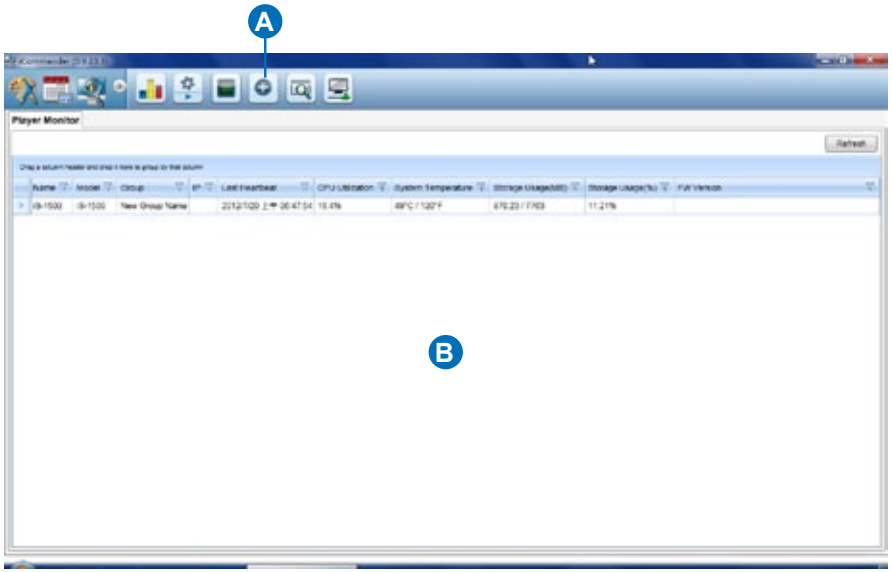


Figure 1-20. Command Task Panel

Table 1-20. Command Task Panel

FEATURE		DESCRIPTION
A	Command Task Button	Shows the command task panel
B	Command Task Panel	Shows a list of command tasks

Log Viewer Panel

Provide the detailed player logs, including the system logs and playback related information.

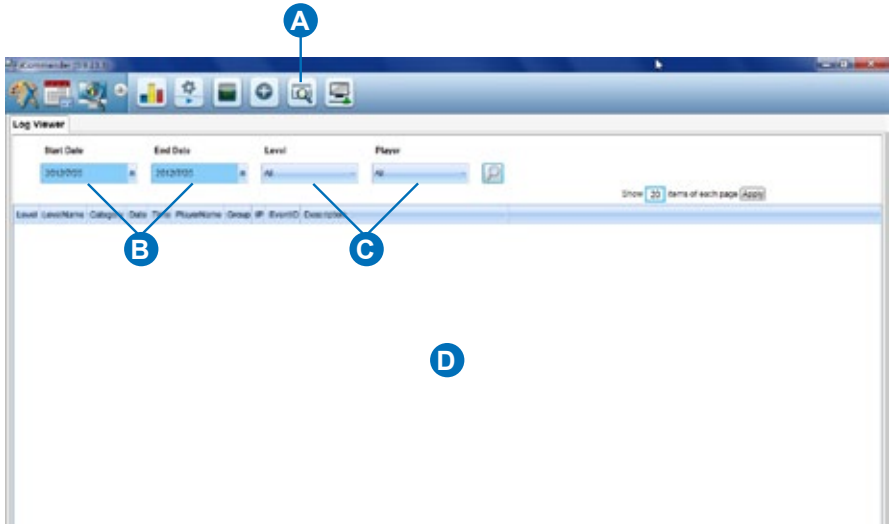


Figure 1-21. Log Viewer Panel

Table 1-21. Log Viewer Panel

FEATURE		DESCRIPTION
A	Log Viewer Button	Shows the log viewer panel
B	Start/Stop Date Picker	Shows the start and stop dates for the list of log events
C	Player and Level Drop-Down Lists	Shows signage players monitored by the server and a list of possible event levels.
D	Log Viewer Panel	Shows a list of log events

Publish Status

List with the transfer progress and expiration time of plan publishing.

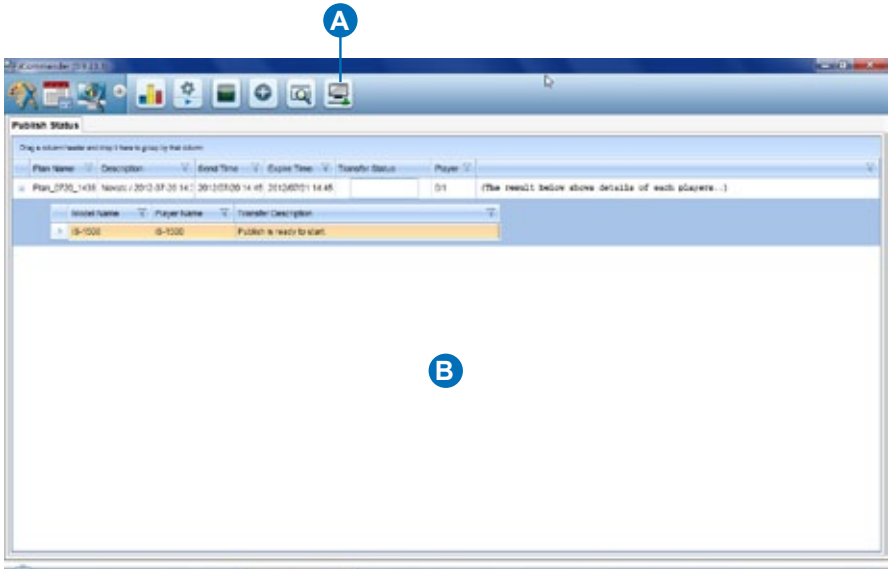


Figure 1-22. Publish Status Panel

Table 1-22. Command Task Panel

FEATURE		DESCRIPTION
A	Publish Status Button	Shows the publish status panel
B	Publish Status Panel	Shows a list of published plans and players associated with the plans.

Getting Started

Chapter 2

Requirements

Software

Note:

The iSignager software must be installed on a Windows 7 or Windows Vista PC.

1. Insert the iSignager CD in a CDROM drive to browse and launch the installation software.

QNAP iSignage Installer
Welcome to the iSignage Setup
Setup will guide you through the installation of iSignage.
It is recommended that you close all other applications before starting Setup. This will make it possible to update relevant system files without having to reboot your computer.
Click Next to continue.
Next >
Cancel

Figure 2-1. iSignager Installation (1 of 5)

2. Click `Next` to continue or `Cancel` to abort.
3. Click the checkbox(es) to select the components to install.

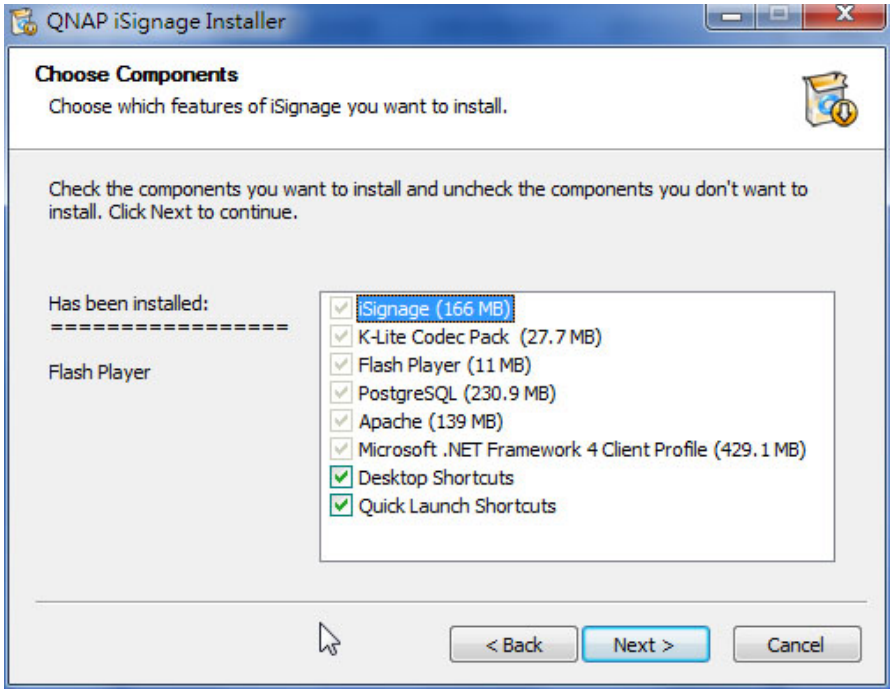

QNAP iSignage Installer
Choose Components
Choose which features of iSignage you want to install.
Check the components you want to install and uncheck the components you don't want to install. Click Next to continue.
Has been installed:
==========
Flash Player
iSignage (166 MB)
K-Lite Codec Pack (27.7 MB)
Flash Player (11 MB)
PostgreSQL (230.9 MB)
Apache (139 MB)
Microsoft .NET Framework 4 Client Profile (429.1 MB)
Desktop Shortcuts
Quick Launch Shortcuts
< Back
Next >
Cancel

Figure 2-2. iSignager Installation (2 of 5)

4. Click `Next` to continue, `Back` to view the previous screen or `Cancel` to abort.

5. Enter the installation directory in the text box or browse for a folder to install the application.

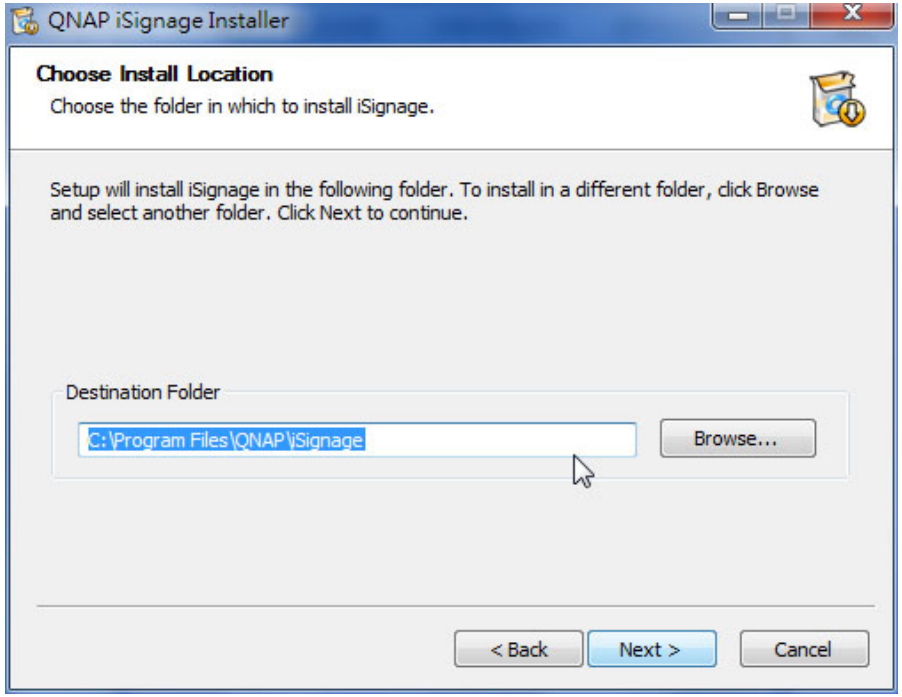

QNAP iSignage Installer
Choose Install Location
Choose the folder in which to install iSignage.
Setup will install iSignage in the following folder. To install in a different folder, click Browse and select another folder. Click Next to continue.
Destination Folder
C:\Program Files\QNAP\iSignage
Browse...
< Back
Next >
Cancel

Figure 2-3. iSignager Installation (3 of 5)

6. Click `Next` to continue, `Back` to view the previous screen or `Cancel` to abort.

7. View the progress bar until the installation is complete.

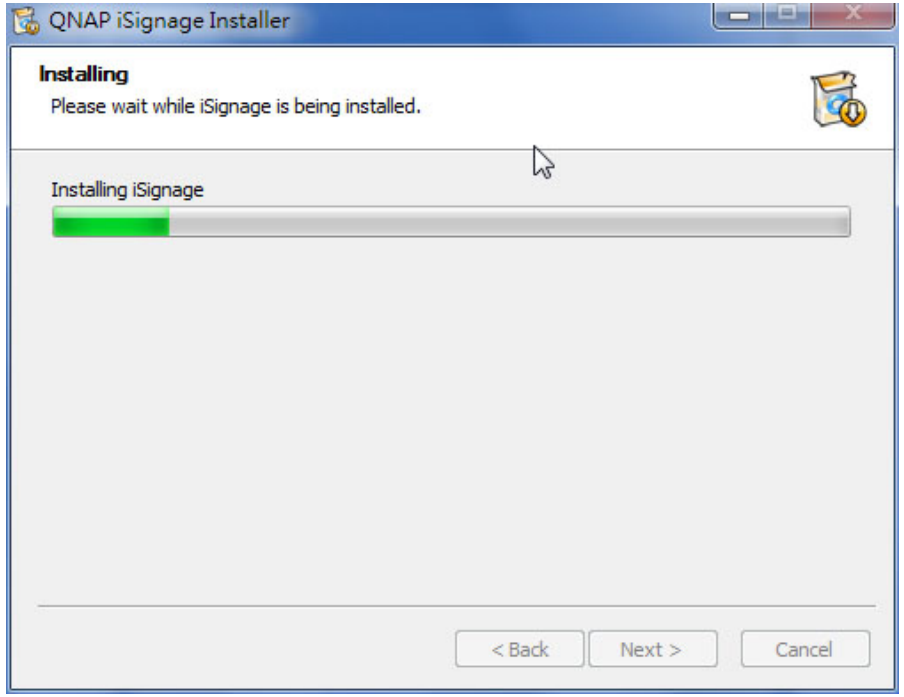


Figure 2-4. iSignager Installation (4 of 5)

8. Click `Reboot` now to automatically reboot the computer after the installation or `I want to manually reboot later` to reboot at a later time.

QNAP iSignage Installer
Completing the iSignage Setup
Your computer must be restarted in order to complete the installation of iSignage. Do you want to reboot now?
Reboot now
I want to manually reboot later
< Back
Finish
Cancel

Figure 2-5. iSignager Installation (5 of 5)

9. Click `Finish` to complete the installation.

First Time Use

Add a Signage Player

1. Run iSignager.exe from the Windows Start menu.

Figure 2-6. iSignager Software Application

2. Click the `iCommander` icon to show the iCommander screen.

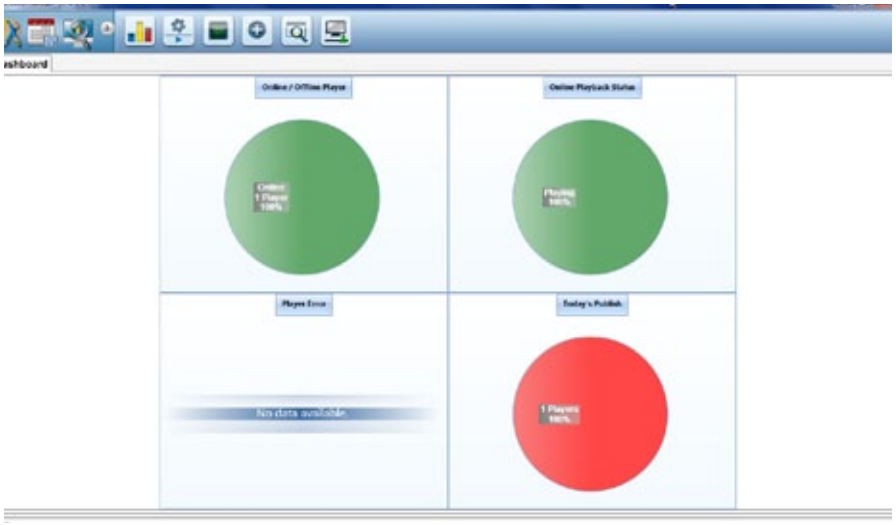


Figure 2-7. iCommander Screen

3. Click the `Player Status` button to show the player status panel.

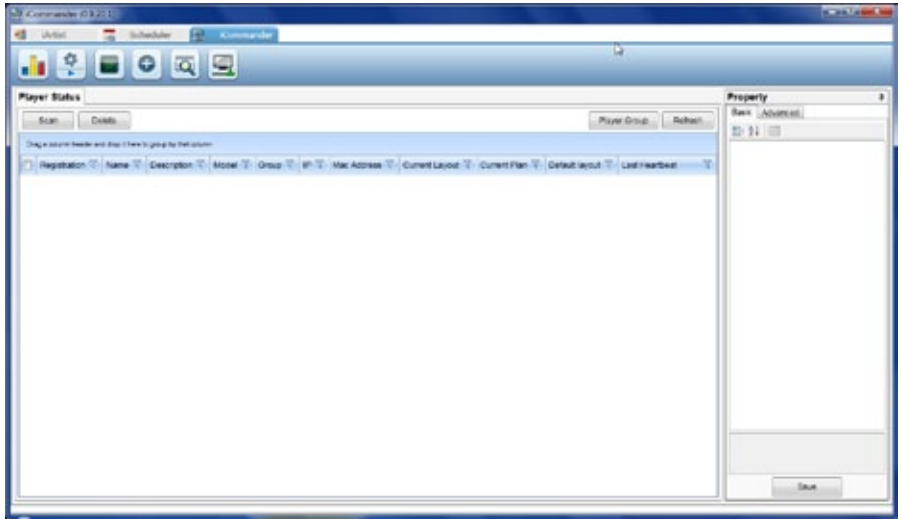


Figure 2-8. Player Status Panel

4. Click `Scan` to scan the network for signage players.

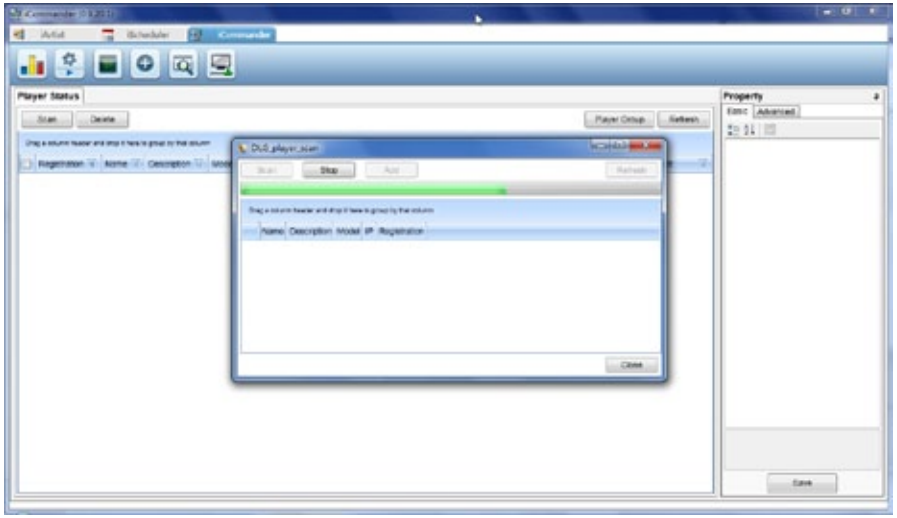


Figure 2-9. Player Scan Dialog

5. When the application finds a signage player, select one in the list and click `Add`.

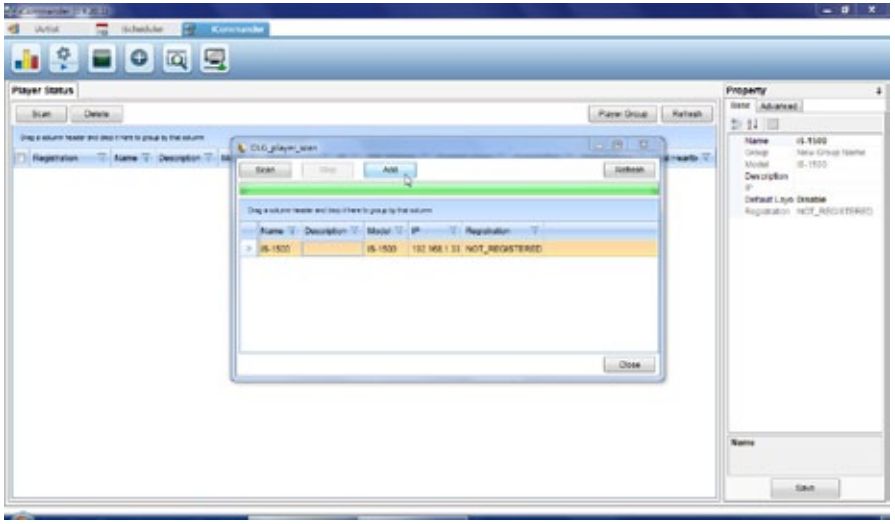


Figure 2-10. Scan Signage Player Dialog

6. In the Register Player dialog, enter the server's username and password.

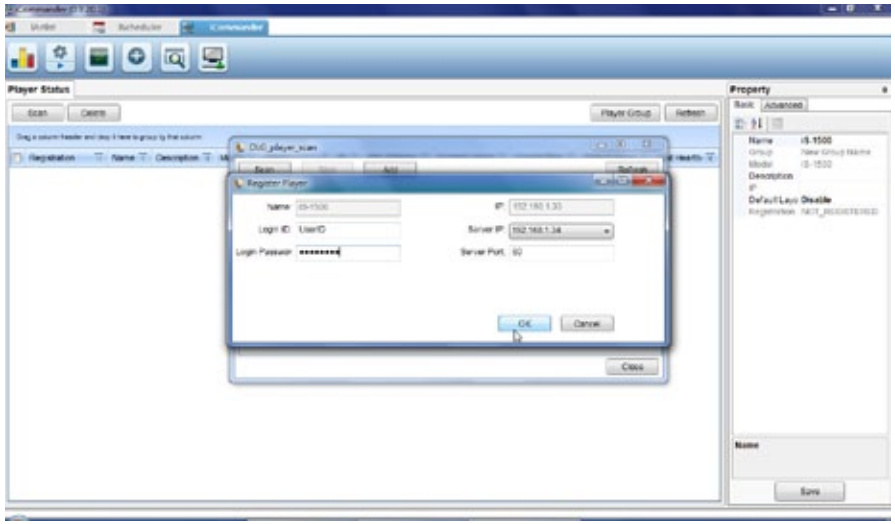


Figure 2-11. Register Player Dialog

7. Click `OK` to save the changes or `Cancel` to abort.
8. In the Player Scan dialog, click `Close` to return to the Player Status screen. (Figure 1-9)

Create a Layout

1. Click the iArtist tab to show the iArtist screen. The `Create New Layout` dialog will automatically show up.

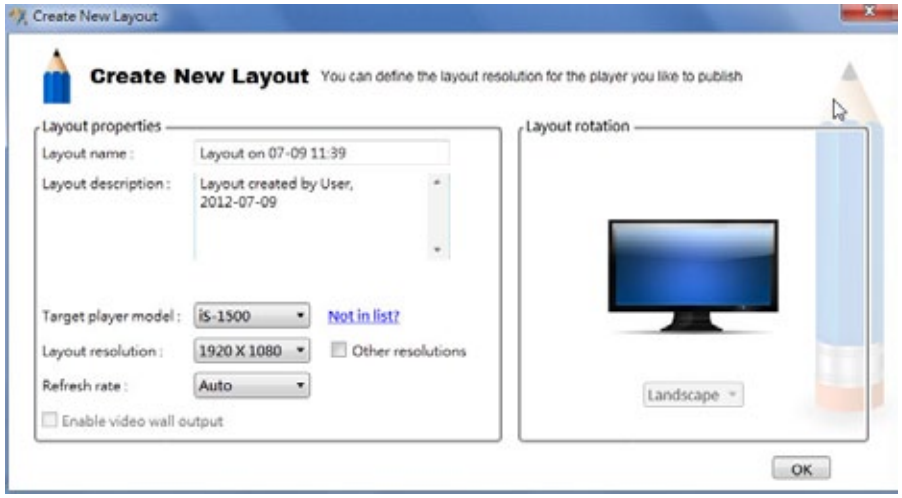


Figure 2-12. Create New Layout Dialogue

2. Enter a name for the layout in `Layout name`.
3. Enter a description of the layout in `Layout description`.
4. Click on `Target player model` to select a player device.
5. Click on `Layout resolution` to select a supported resolution (varies depending on the player model).
6. Click on `Refresh rate` to select a refresh rate for the display device.

Note:
Refresh rates vary depending on the player models.

7. Click on `Landscape` or `Portrait` to set the layout rotation.
8. Click `OK` to close the dialog and show the layout canvas.

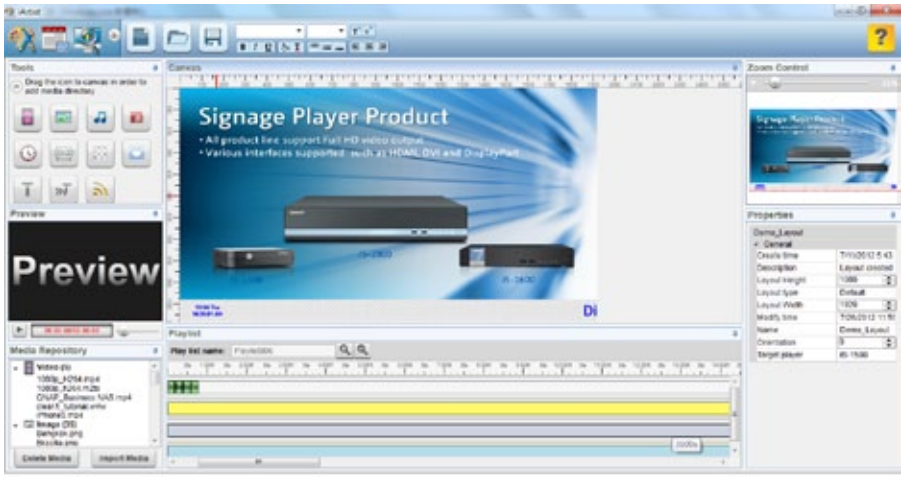


Figure 2-13. iArtist Layout Canvas

Note:

Media can be added directly from a the file system or the application media repository. The media repository is more efficient to be used to create a layout ,which is the recommended option.

9. Design a layout by adding media to the canvas section of the screen.
10. Click the `Save current layout` icon to show the Save Current Layout dialog.
11. Click `OK` to save the layout or `Cancel` to abort saving changes.

Publishing a Schedule

Prerequisite:

A player must be available and set up to publish schedules.

1. Click `iScheduler` to show the scheduler component.

Note:

When the iScheduler component is first opened the dialog is shown.

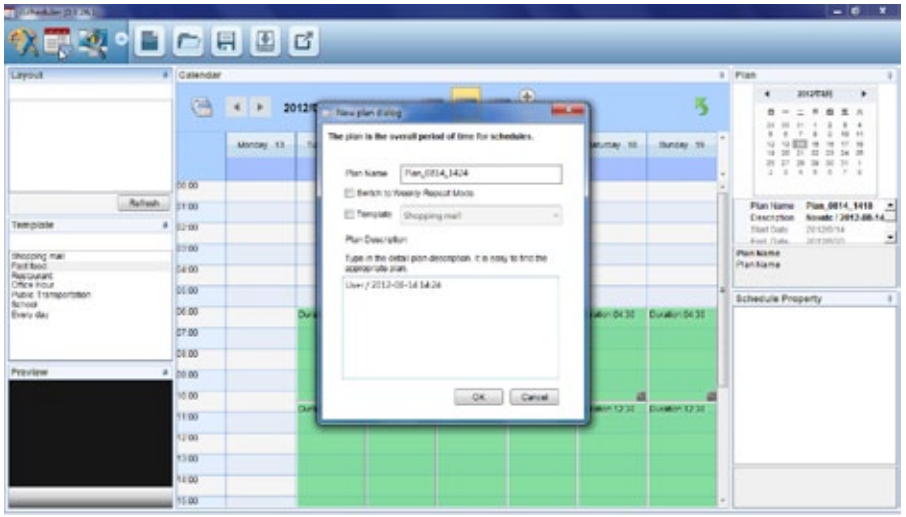


Figure 2-14. iScheduler Component

2. Enter a name for the schedule plan in Plan Name.

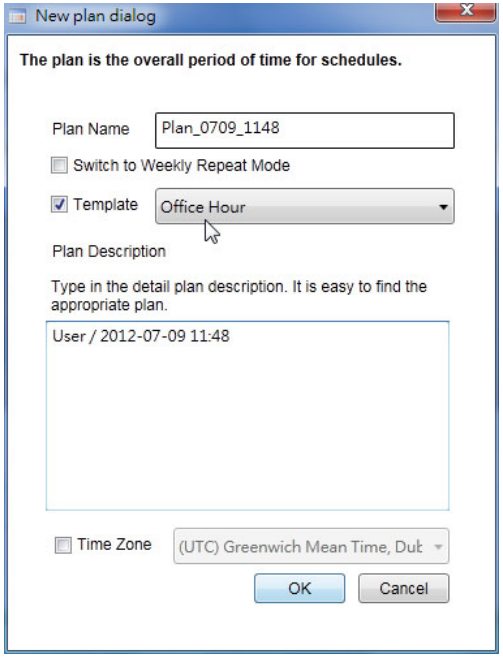


Figure 2-15. New Plan Dialog

Note:

After switching the plan to weekly repeat mode, switching back to normal mode is not allowed

3. Click `Switch to Weekly Repeat Mode` to schedule a weekly cycling of this plan.
4. Click `Template` to enable selecting schedule templates and select a predefined schedule in the drop-down
5. Enter a description for this plan. This is recommended to help in organizing your schedules.
6. Click `OK` to save the schedule plan or `Cancel` to abort saving changes.
7. Click the `Publish` icon to publish a schedule plan to a player.

Layouts and Templates

Chapter 3

Creating Layouts and Templates

Creating a Canvas

Creating a canvas is a two-step process that involves defining the properties of a target device and adding the content to be published.

Defining a Device for iArtist

It is necessary to define the properties of a device where the layout is published in order to correctly display the content.

Setting Device Layout Properties

Set the layout properties to define the parameters that work with the target player and monitor(s).

1. Enter a name for the layout in `Layout name`.
2. Enter a description of the layout in `Layout description`.

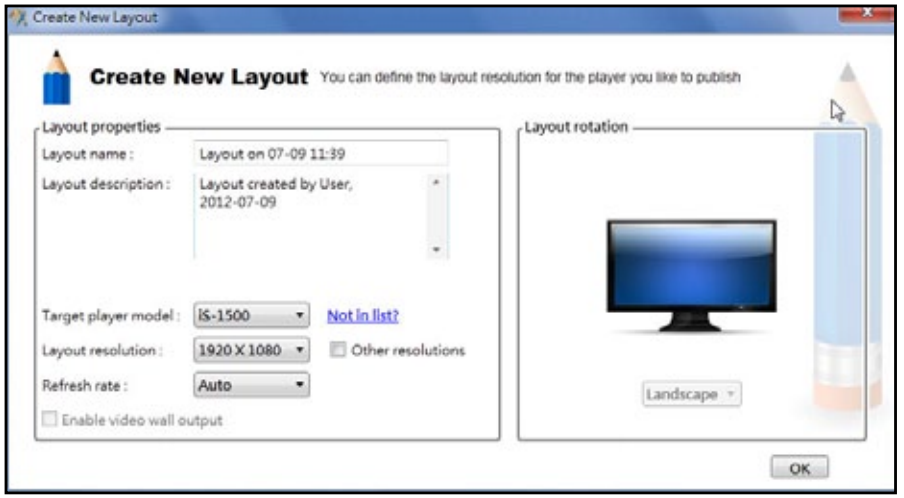


Figure 3-1. Create New Layout Dialog

3. Click on `Target player model` to select a player device.

Note:

If a specific target player model does not appear in the drop-down list, click the link `Not in List?` for more information.

4. Click on `Layout resolution` to select a target resolution for the display device.

Note:

Only the layout resolutions that are supported for a chosen device will be displayed in the drop-down list. To see a complete list of resolutions, click `Other resolutions`.

WARNING!

Check with the monitor's specification sheet to choose a compatible resolution. Using an incompatible resolution can cause screen distortion.

5. Click on `Refresh rate` to select a refresh rate for the display device.

Note:

It is recommended to choose `Auto` from the dropdown list.

Note:

`Enable video wall output` is not supported by the iS-1500.

Working with the Content

The canvas in iArtist shows exactly what is seen by the viewer on the player monitor. Add video, audio, static text, banners (dynamic text), Flash media, and RSS feeds to the canvas to build dynamic layouts.

There are two ways to make media objects available in the iArtist: the media repository and the tools panels.

Building a Media Repository

The *Media Repository* provides an interface to the media objects accessible to the iSignager server application.

Importing Media to the Repository

To add a media object to the repository, follow these steps:

1. Click `Import Media` to show the media import dialog.

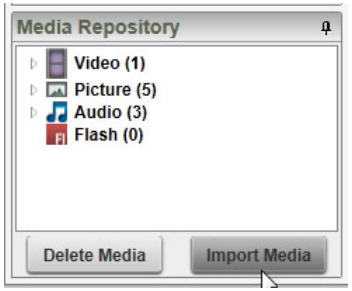


Figure 3-2. Import Media

2. Click on a media object in the file browser.

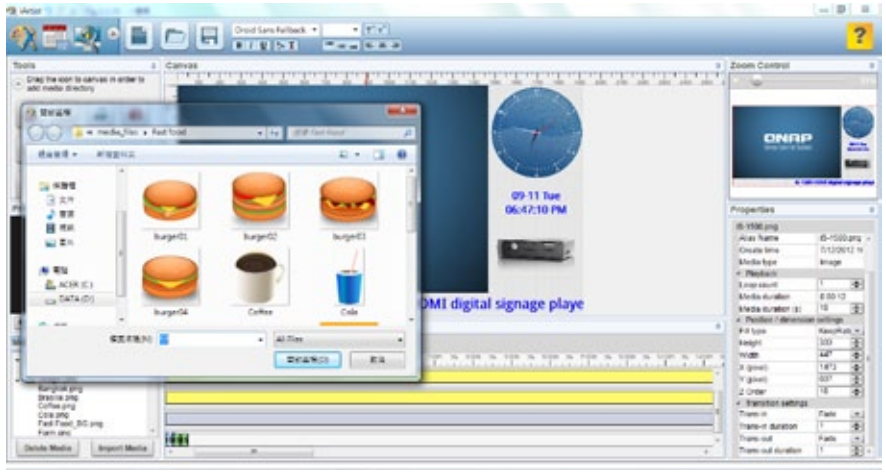


Figure 3-3. Media Import Dialog

Note:

The iSignager repository manages media objects and stores the relevant information, such as codec, EXIF and other metadata, in its database. The repository can recognize duplicate media objects and only store one instance.

3. Click `Open` to add the object to the repository.

Removing Media from the Repository

a. To remove a media object from the repository, follow these steps:

1. Click on a media object in the repository.

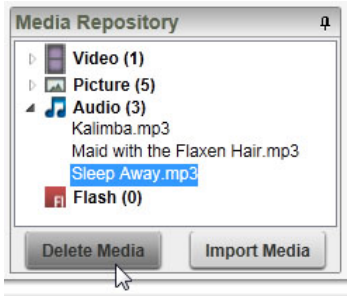


Figure 3-4. Delete Media

2. Click `Delete Media` to display the *Delete Confirmation* dialog.

3. Click `Yes` to confirm deletion, or `No` to abort.

Adding Media to a Canvas

Adding media to a layout is done by dragging and dropping media objects from the *Tools* panel or the *Media Repository* to a canvas.

Working with the Tools Panel

The Tools panel contains video, image, and audio media objects as found in the Media Repository, and also the following widgets:

- Analog and digital clocks
- Background image

  A transparent image which lays beneath other media objects and widgets. Its z-order is zero (0).
- Mask

  An image used to overlay other media objects and widgets. Its z-order is twenty (20).
- Text

  A widget to display static text content.
- Banner

  A widget to display scrolling text content.
- RSS

  A widget to display scrolling text content from an RSS feed.

Adding Media from the Tools Panel

To add media objects or widgets from the Tools panel to the canvas, follow these steps:

1. Click and hold an icon in the tools panel.

Figure 3-5. Tools Panel

Note:
Each tool has different properties to configure, so the initial setup procedure varies.

2. Drag and drop the icon to a location on the canvas.
3. Enter the configuration properties to set up the media object or widget.

- Video, Image, Background audio, and Adobe Flash files:

Click a media object in the file browser and click Open to close the dialog.

- Analog and digital clocks

  Refer to Working with the *Properties Panel* to change the date and time.

- Background image

  On the *Select Background* dialog, click one of the four tabs below to configure, and click `OK` to close the dialog:

  - *None*: Set the background to nothing.
  - *Solid*: Use the solid color picker tool to choose a color.
  - *MS Office*: Use the MS Office color picker tool to choose a color.
  - *Image*: Set image from the media repository as the background.

- Mask

  On the Select Mask dialog, click a masking image and click `OK` to close the dialog.

- Text, Banner

  Double click the widget to display the *Text Editor* dialog and enter the custom content. Click `OK` to close the dialog. Refer to *"Working with the Properties Panel"* for an alternative method of changing the text property.

- RSS

  Double click the widget to display the *URL Editor* dialog and enter an RSS feed. Click `OK` to close the dialog. Refer to *"Working with the Properties Panel"* for an alternative method of changing the URL property.

Adding Media from the Repository

To add media objects from the Media Repository to the canvas, follow these steps:

1. Click and hold a media object in the repository panel.

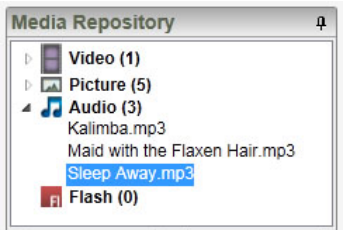


Figure 3-6. Tools Panel

2. Drag and drop the media object to a location on the canvas.
3. Click a media object in the file browser and click `Open` to close the dialog.

Tools Panel or Media Repository?

The media repository and the tools panels provide essentially the same functionality so either of them can be used to work with the content. The media repository is more efficient to use when working with the content that is often used. Accessing media objects is convenient and there is a slight performance improvement when adding the content to a canvas. The *Tools* panel contains widgets as well as media objects. A widget is not linked to a resource on a the file system, so there are no performance issues when adding one to a canvas.

Working with Media on a Canvas

Managing a group of media objects and widgets to work together to present the content in a coherent and logical manner requires using the preview, playlist, properties and zoom control panels.

Working with the Preview Panel

The preview panel displays the media content from video, image, audio, and Flash objects. The content is viewed in the preview window and managed using the play button and position slider. The current and total time can be seen below the preview window.

Working with the Properties Panel

The properties panel allows access to setting specific features of a media object or widget. Some properties can only be set using the properties panel while for others, an alternative editing option is provided. For example, changing the content in a text widget can be done by opening a text editor dialog ,which can also be accomplished by clicking on the text item in the properties panel.

In situations where small changes are required, such as minor changes to an object's position, using the properties panel is a better option.

For widgets that contain font style and text alignment properties, another option is using the *"Font Style and Alignment"* toolbar. Refer to Font Style and Alignment for a more detailed description of the toolbar.

Working with the Zoom Control

The zoom control panel allows enlarging or decreasing the size of the editable area of a canvas. The size of the zooming area is controlled by the zoom control slider. The zooming range is from 25% to 500%. The specific location of the editable area in context to the entire canvas is displayed as the red box in the zoom control preview window.

Working with the Playlist Panel

The playlist panel organizes media objects and widgets as separate playlists. A playlist displays a media object, or a sequence of media objects, against the timeline and other playlists to help

in setting the sequence, duration and visibility of objects.

A useful feature of the playlist is to manage a series of media objects as a single entity while still allowing each object to be configured independently within the queue.

To create a playlist with multiple media objects, follow these steps:

1. Click on a media object or widget in the *Tools* panel or *Media Repository,* and drag and drop the object onto the canvas.

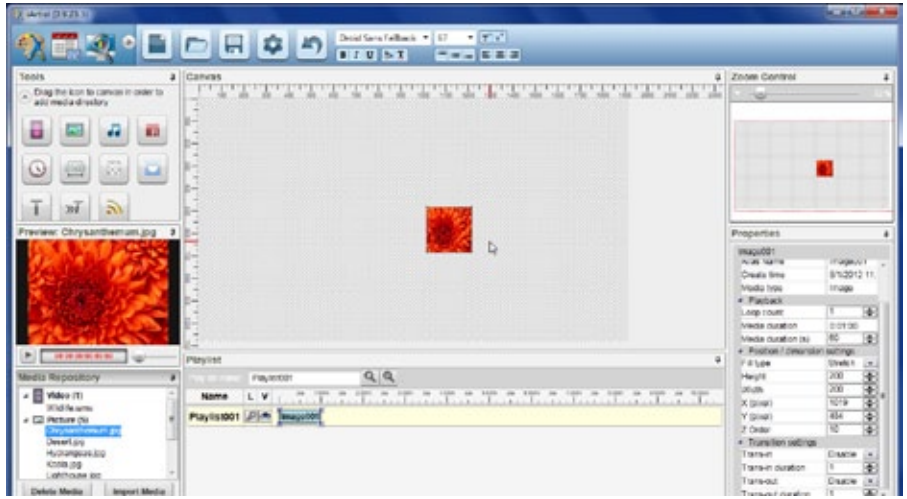


Figure 3-7. Creating a Playlist

2. Click on a second media object and drag and drop it onto the first media object.
3. When the *Add into playlist* dialog is displayed, click `Yes` to add the media object to the first playlist.

Note:
Click `No` to create a new playlist.

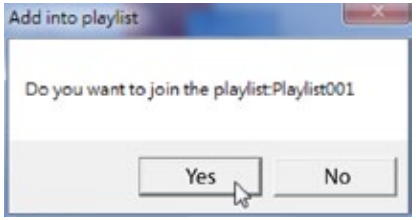
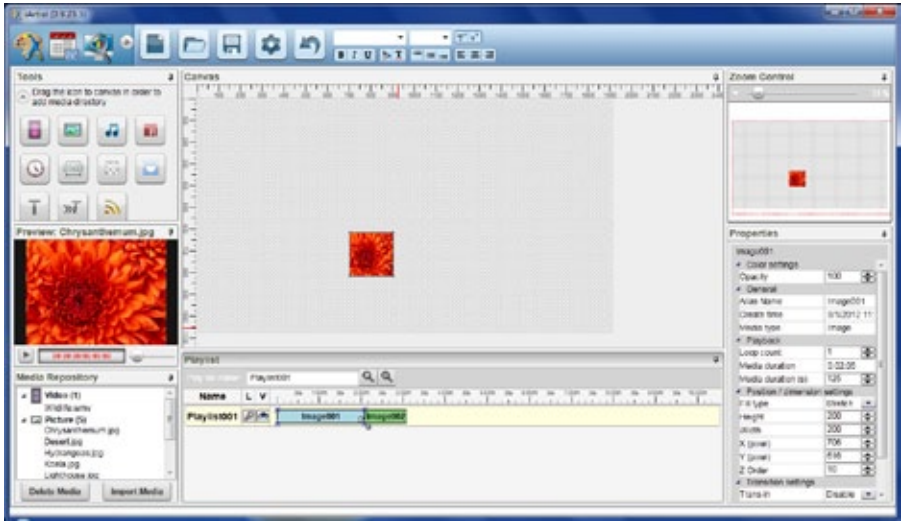


Figure 3-8. Add into Playlist Dialog

4. To change the duration of a media object, select the object in the playlist and drag one of its four corner handles rightward or leftward along the timeline by the mouse.



Changing the Duration of a Media Object

5. To change other properties of a media object, select the object in the playlist and edit the properties in the *Properties* panel.

Scheduling

Chapter 4

Creating Plans and Schedules

Start with a Plan

A plan is a collection of schedules that define when and how often layouts are played on the remote devices.

What's in a Plan?

The following items are used to create a plan.

Plan Name

The plan name is used to identify a plan for editing and when publishing to a device.

Weekly Repeat Mode

To set the plan parameters, such as start and end time, priority, layout list, and the day-of-week repeat frequency to automatically repeat indefinitely, enable Weekly Repeat Mode.

Note:

No calendar date set, when Weekly Repeat Mode is enabled.

Templates

The template name used to specify a collection of predefined and organized schedules.

Plan Description

A description of the plan to better define its purpose to other users.

Creating a Plan

To create a new plan, follow these steps:

1. Click `Create a New Plan` button to display the Plan properties dialog.

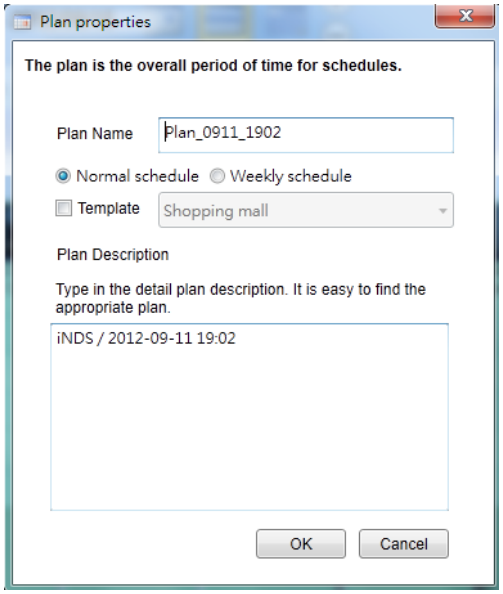


Figure 4-1. Plan properties Dialog

2. Enter a name for the schedule plan in `Plan Name`.

Note:

After switching the plan to weekly repeat mode, switching back to normal mode is not allowed

3. Click `Switch to Weekly Repeat Mode` to repeat the plan schedules every week.
4. Click `Template` to enable selecting schedule templates.
5. Click the schedule template drop-down list to select a schedule template.
6. Enter the description of the plan template in `Plan Description`.
7. Click `OK` to save the schedule plan or `Cancel` to abort saving changes.

The Calendar Panel: iScheduler's Canvas

The calendar panel is the main working area for creating and managing plan schedules. The content is added from the layout and template panels and managed with the preview, plan, and schedule property panels. See *"Calendar Panel"* for the detailed description.

Calendar Options

Nighttime time blocks and holidays are defined in the calendar options dialog.

Date Setting Controls

Date setting controls are used to control the current view of the calendar area. The date range can be view. The plus and minus (+/-) controls can be applied to set the daily time interval by hour, half-hour, quarter-hour, etc.

This Week

Clicking on *This Week* icon will set the calendar viewing area to the current week.

Calendar Area

The calendar area displays the schedules and layouts that make up the current plan.

Working with Schedules

Schedules are the main components of a plan. They contain the layouts and the playing schedule for the layout content.

Creating a Schedule

There are two ways to create a schedule: using templates provided with iScheduler, and creating them individually on the calendar panel.

Creating Schedules with iScheduler Templates

To create a schedule with iScheduler's templates, follow these steps:

1. Click on a template in the list of Template panel and drag it to the calendar area.

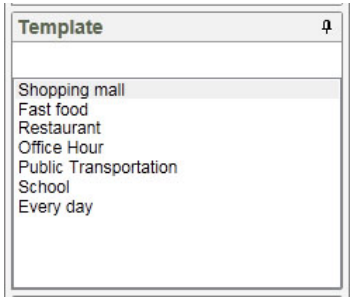


Figure 4-2. Template Panel

2. On the *Template to Plan* dialog, define the start and end dates using the calendar controls.

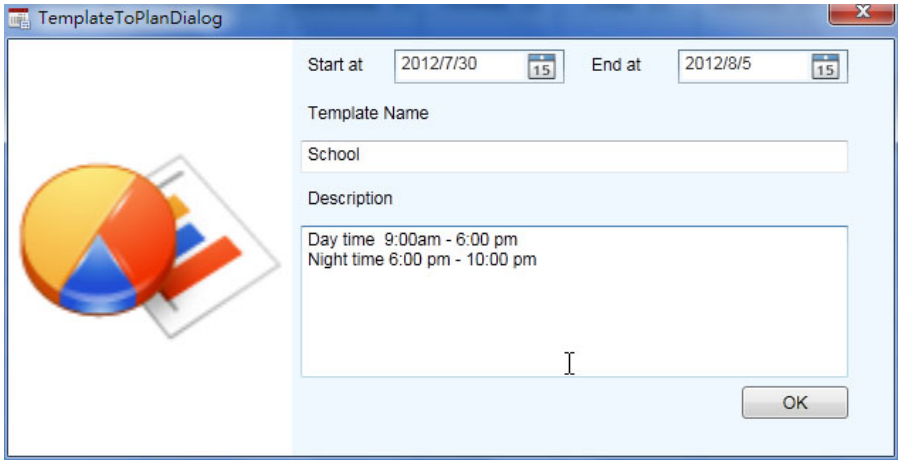


Figure 4-3. Template to Plan Dialog

3. Click `OK` to close the dialog and apply the new schedule.

Creating an Empty Schedule

If only an individual or custom schedule is required, create an empty schedule instead of using a schedule template.

To create an empty schedule, follow these steps:

1. Select a time range on the calendar panel.

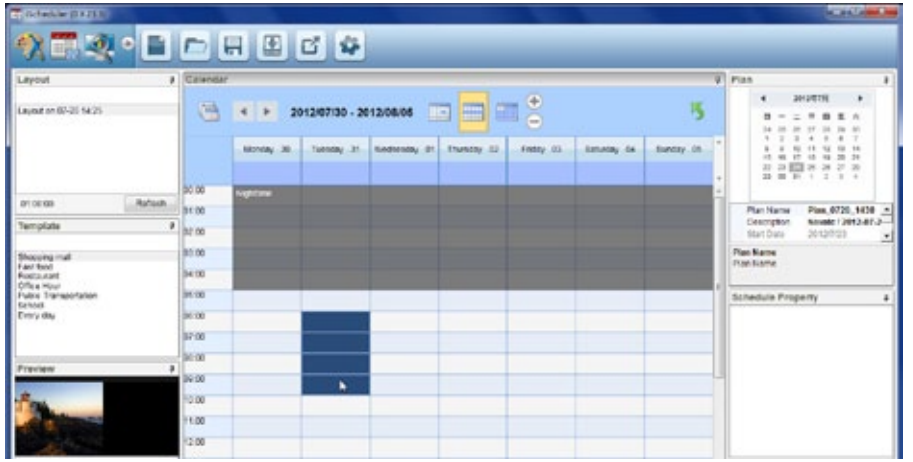


Figure 4-4. Calendar Panel Time Range

2. Right click on the highlighted area to display a context menu.

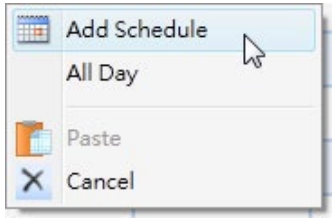


Figure 4-5. Calendar Panel Context Menu

3. Click the menu item `Add Schedule` to add a schedule to the highlighted area

Modifying Schedules

Modifying existing schedules is necessary over time to deal with the requirements of changing content. iScheduler provides several tools to manage schedules. See *"iScheduler"* for a detailed description.

The Layout Panel

The layout panel contains a list of layouts created with iArtist that are available to iScheduler.

The Template Panel

The template panel contains a list of templates provided by iScheduler. A template is a pre-populated schedule that occurs once or will be repeated. Using a template saves the time required to manually create a schedule and edit the schedule properties.

Note:

iScheduler templates can not be created by a user.

The Preview Panel

The preview panel displays the layout currently selected in the layout panel.

The Plan Panel

The plan panel displays the plan properties such as plan name, description, start and end date, and repetition mode.

Note:

The plan start and end time are decided by the first and last schedule.

The Schedule Property Panel

The schedule property displays the currently selected schedule properties, such as start and end dates, duration, layout name, and repetition mode.

Changing Schedule Properties

To change the properties of an existing schedule, follow these steps:

1. Right click, on a schedule area in the plan to show a context menu, or double click one schedule area to open the Schedule Properties dialog directly.

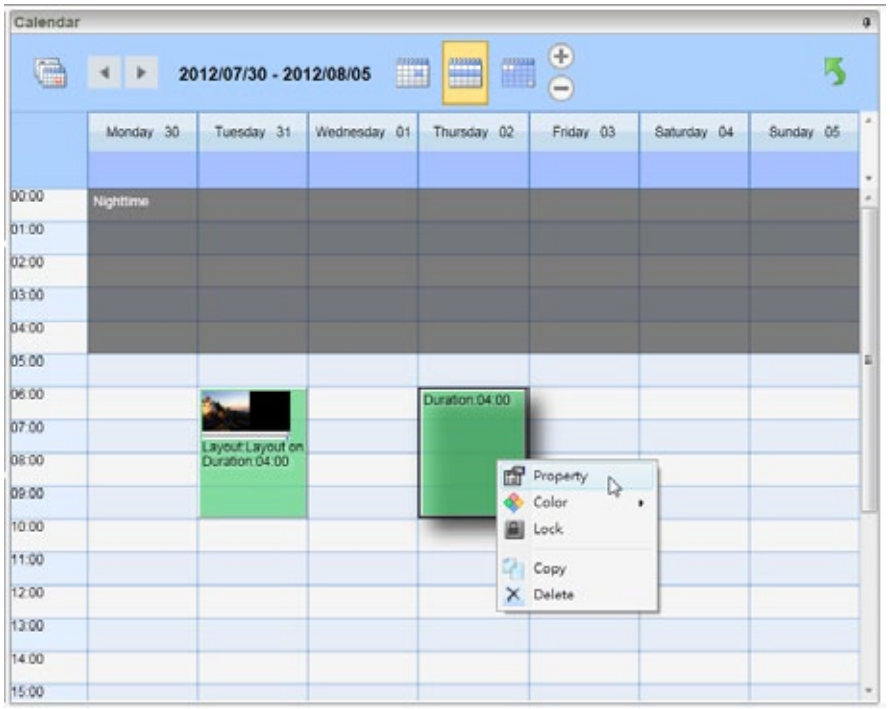


Figure 4-6. Schedule Area Context Menu

2. Click `Property` on the context menu to show the *Schedule Properties* dialog.

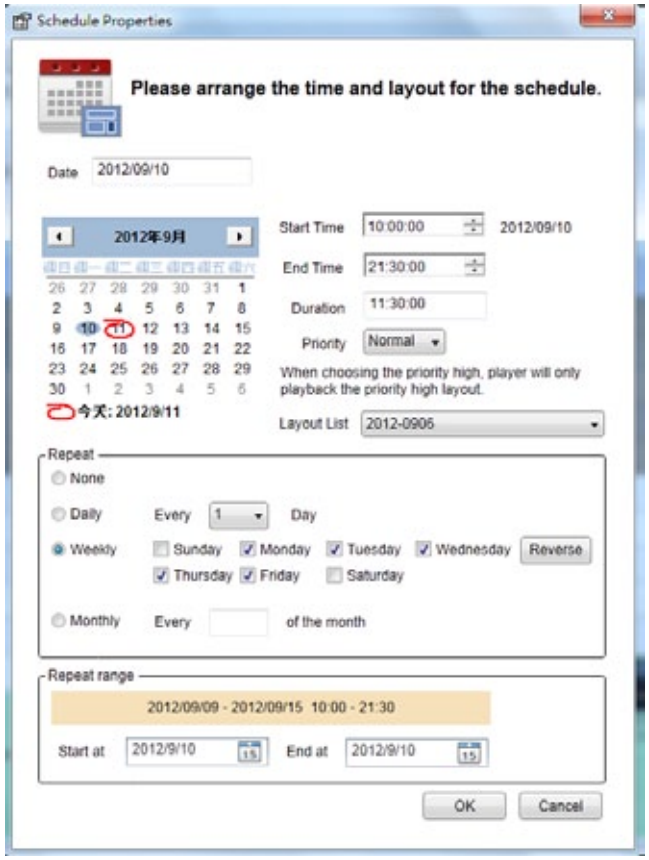


Figure 4-7. Schedule Properties Dialog

3. To change the start and end time, click the up and down arrows at `Start Time and End Time`.

4. To change the priority setting, click the *Priority* drop-down list and select `Normal` or `High`.

Note:
Setting the priority to high indicates the schedule will take precedence over other schedules in the same time period.

5. To change the current layout, click the drop-down list *Lay-out List* and select a new layout.
6. To change the repeat value, use one of the following methods:
   - Click `Daily` and select a value from 1 day to 60 days from the drop-down list, or
   - Click `Weekly` and select the days of week using the checkboxes. Click `Reverse` to unselect the checked boxes and select the unchecked boxes.
   - Click `Monthly` and enter a value from 1 to 31.
7. To change the repeat range, enter the start and end dates in `Start` at and `End` at. Alternatively, use the calendar controls to set the date values.

Note:
The default range is one week.

8. Click `OK` to save the new schedule properties or `Cancel` to abort.

Note:
To change the repeat range values, `Daily`, `Weekly` or `Monthly` must be selected in the *Repeat section*.

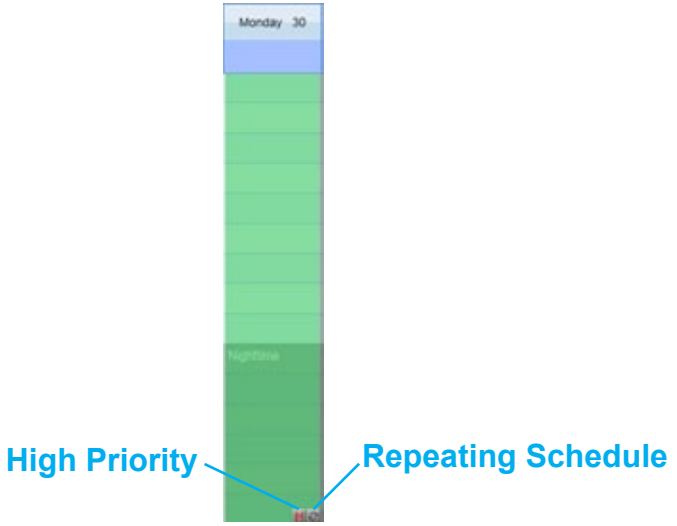


Figure 4-8. Repeating Schedule with High Priority

Adding a Layout to an Empty Schedule

To add a layout to an empty schedule, follow these steps:

1. Click and hold a layout in the *Layout* panel.

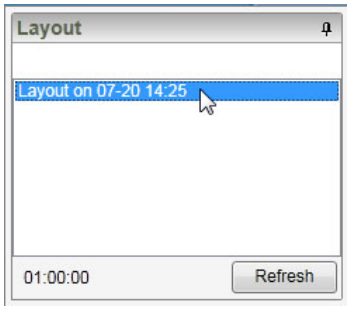


Figure 4-9. Layout Panel

2. Drag and drop the layout on a schedule area on the cal endar panel.

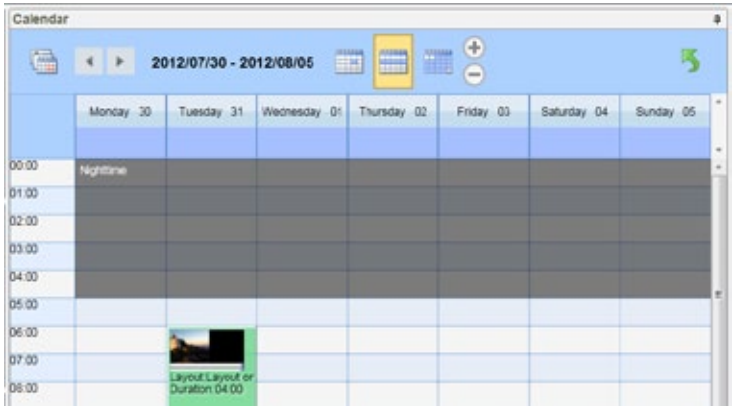


Figure 4-10. Populating an Empty Schedule

3. Click on the schedule and look at the Schedule Property panel to view the changes.

Changing the Layout in a Schedule

To change the existing layout in a schedule, follow these steps:

1. Click and hold a layout in the Layout panel.
2. Drag and drop the layout on a schedule area of the calendar panel to display the Schedule Event dialog.
3. Click `Yes` to replace the current layout with a new one.

Playing Multiple La youts in the Same Time Period

If more than one layout is added within a single time period and each schedule has a normal priority, iSignager plays the layouts by in the sequence they were added.

To add multiple layouts to the same time period, follow these steps:

1. Click and hold a layout in the *Layout* panel.

2. Drag and drop the layout on a schedule area of the calendar panel to display the *Schedule Event* dialog.

3. Click `No` to create a new schedule with the layout in the same time period.

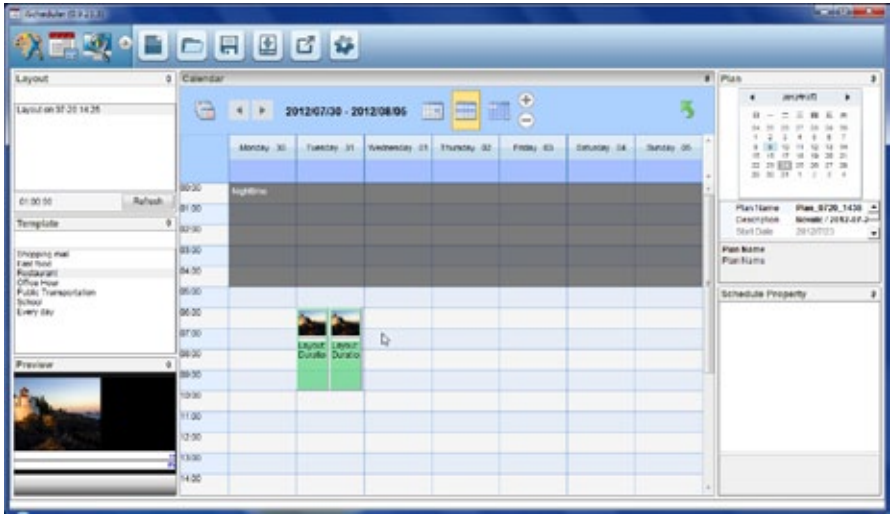


Figure 4-11. Multiple Layouts in the Same Time Period

4. To change the schedule properties, see *"Changing Schedule Properties"*.

5. To add more layouts, repeat steps one through four.

Prioritizing Multiple Layouts played in the Same Time Period

Setting the priorities of schedules played within the same time period allows greater control of how and when layouts are shown. When each schedule has a normal priority, they are played in sequence within the time period. If one schedule is set to high priority, only that schedule is played and the other schedules are ignored.

To change the priority of a schedule, see *"Changing Schedule Properties"Properties"*.

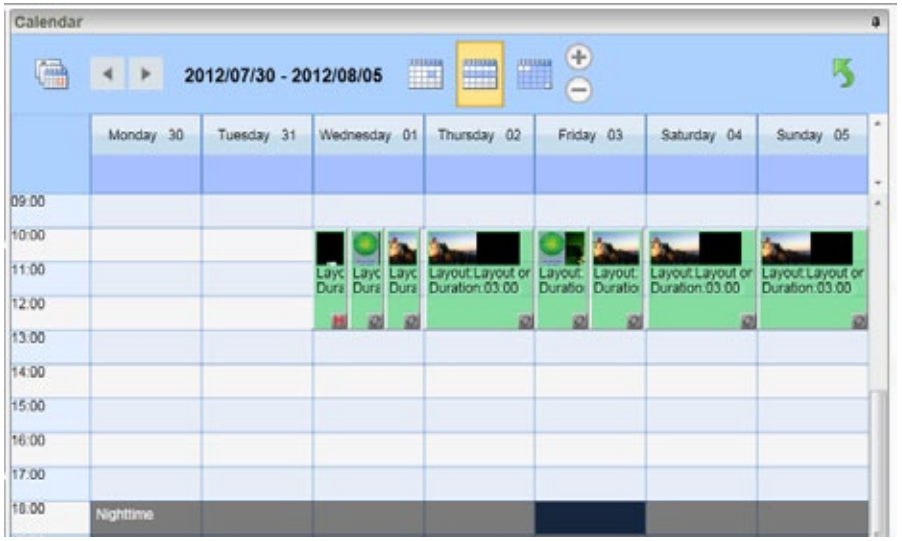


Figure 4-12. Multiple Layouts of Different Priorities

Applying a Schedule Template

To apply a new iScheduler template to an existing schedule, follow these steps:

1. Click on a template in the list of Template panel and drag it to the calendar area.
2. In the *Template to Plan* dialog, define the start and end dates using the calendar controls.
3. Click `OK` to close the dialog and apply the new schedule.

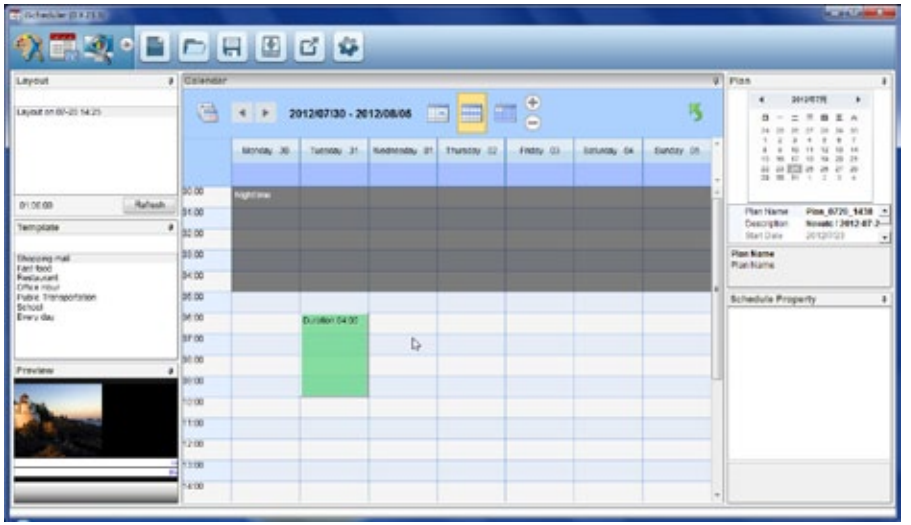


Figure 4-13. Calendar Option Dialog

Changing the Calendar View

Change the calendar panel view to customize the schedule working environment. This is accomplished by using the date setting controls.

To customize the calendar panel view, follow these steps:

1. Click the Option icon to display the Calendar Option dialog.
2. Click `Night` to enable nighttime hours and set the start and end values.

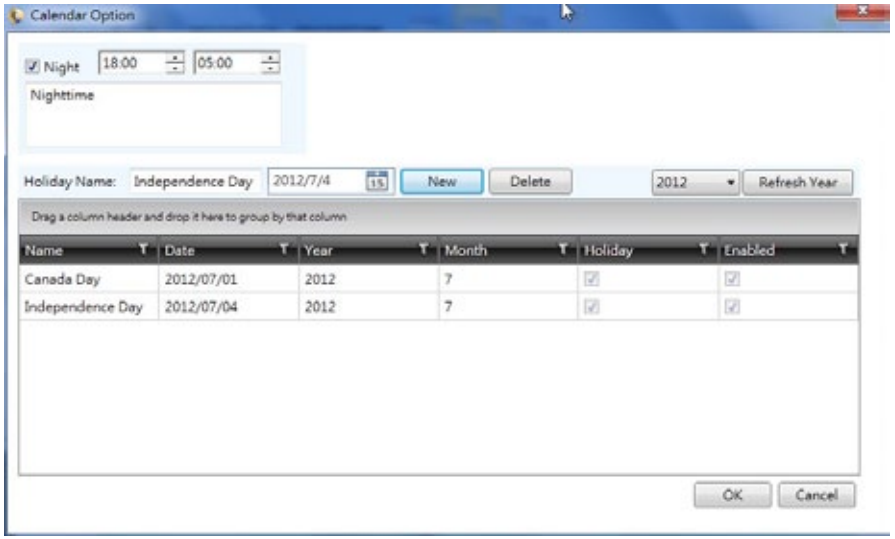


Figure 4-14. Calendar Option Dialog

3. To enter a holiday, follow these steps:
   a. Enter a holiday name and a corresponding date value.
   b. Click New to add the holiday to the calendar.
4. Click `OK` to save changes, or `Cancel` to abort.
5. Click the Day , Week or Month calendar icon to display the desired date view.
6. Click Next or Previous icons to navigate to the next or previous date range.
7. Click the increase or decrease icons to adjust the granularity of time display on a daily basis.

Viewing Plan and Schedule Properties

To view the plan properties, either expand the Plan panel, or use the scroll bar to scroll up and down the list. See Plan Panel for a detailed description.

To view the schedule properties, click on a schedule and expand the Schedule Property panel. See *"Schedule Property Panel"* for a detailed description.

Publishing Your Work

To publish a plan to a target device, follow these steps:

1. Click on the `Publish` icon to display the *Publish* dialog
2. Click on a player in the online players list.

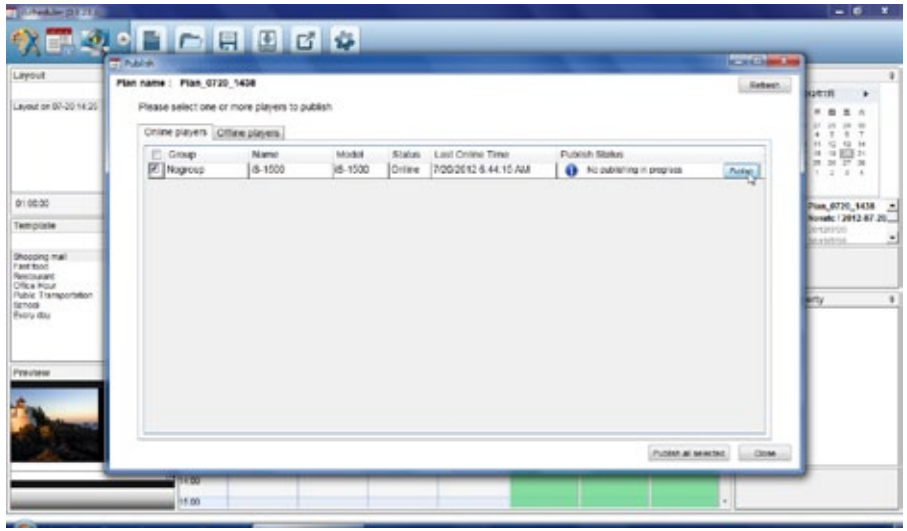


Figure 4-15. Publish Dialog

3. Click `Publish` to start the publishing process.
4. Click `Close` to close the dialog or `Cancel All Selected` to abort.

Offline Player Content Update

An alternative apart from publishing the content to a player over the network is to the update content offline using a USB drive.

1. Click the `Export Schedule to Local Disk` icon.
2. Locate the directory for the exported contents It is a sub-directory under the iSignager directory.

Note:

The naming convention of the directory for the exported contents is `YYYY_MM_DD_HHMMSS`. For example, exporting a schedule on July 31, 2012 at 3:00:00 PM would generate in a directory named `\[iSignager directory]\2012_07_31_150000\`

3. Rename the directory as ndsimport.
4. Copy the ndsimport directory to a USB drive.
5. Insert the USB drive into a USB slot on the player.
6. The player starts to import the contents into the system.

Note:

It may take some time to import the content, depending on the size of the media files.

The player will automatically start the begins playback after the schedule and are is imported successfully.

Player Management

Chapter 5

Using the Dashboard

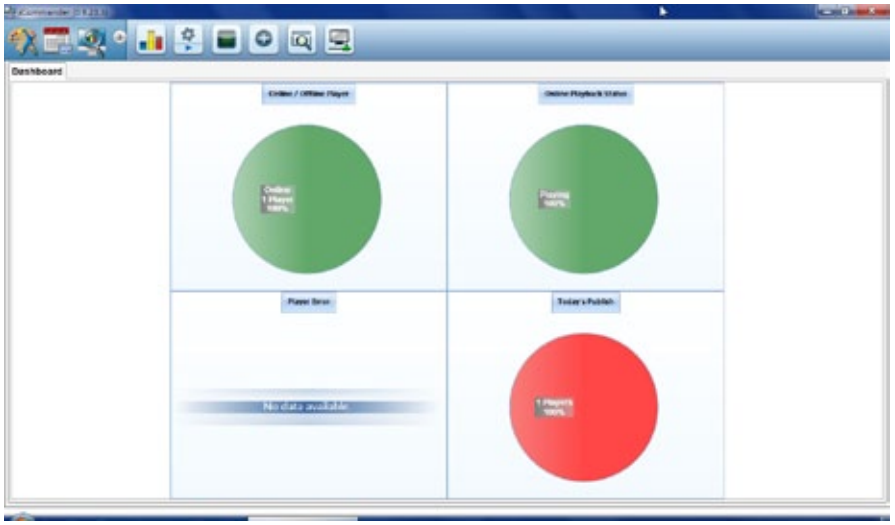


Figure 5-1. Dashboard Panel

Online/Offline Players

Displays the online and offline players.

Plans History List

Displays the plans published as of the current day.

Player Playback Status

Displays the current playback status of players monitored by the iSignager server.

Player Error

Displays the error status for players monitored by the iSignager server.

Player Management

Adding Players

1. Click the `Player Status` button to show the player status panel.

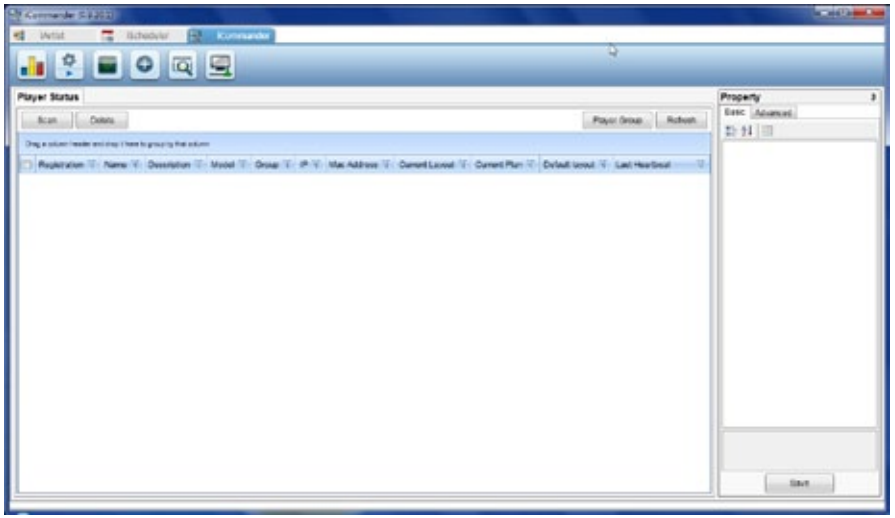


Figure 5-2. Player Status Panel

2. Click `Scan` to scan the network for signage players.

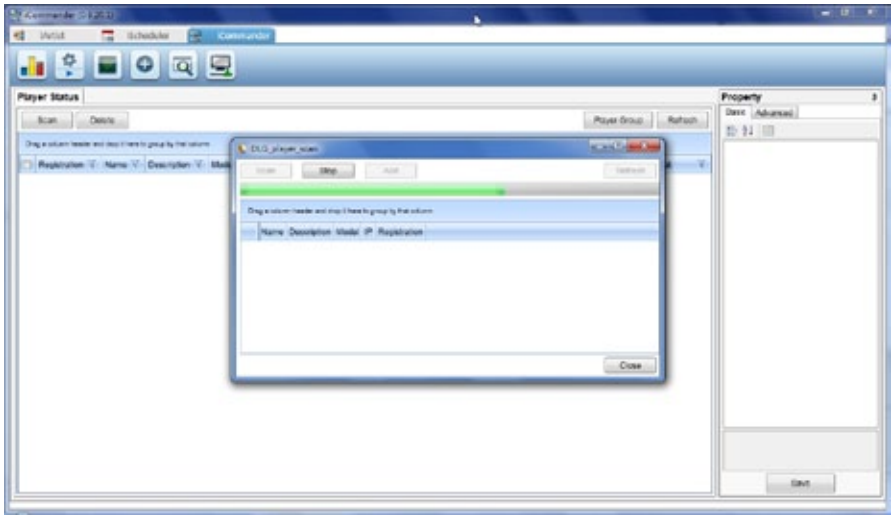


Figure 5-3. Player Scan Dialog

3. Select a signage player from the list and click `Add`.

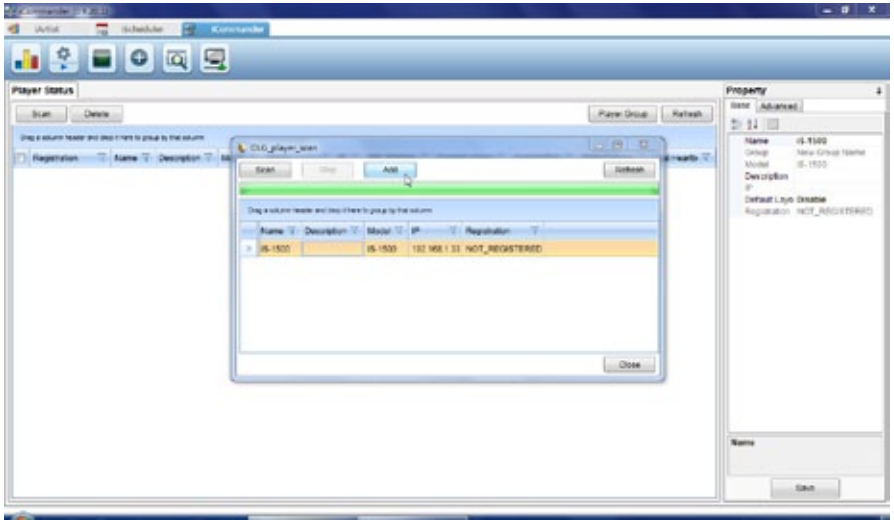


Figure 5-4. Scan Signage Player Dialog

4. In the Register Player dialog enter the player's username and password.

Note:

The default username is admin and the default password is `signage`.

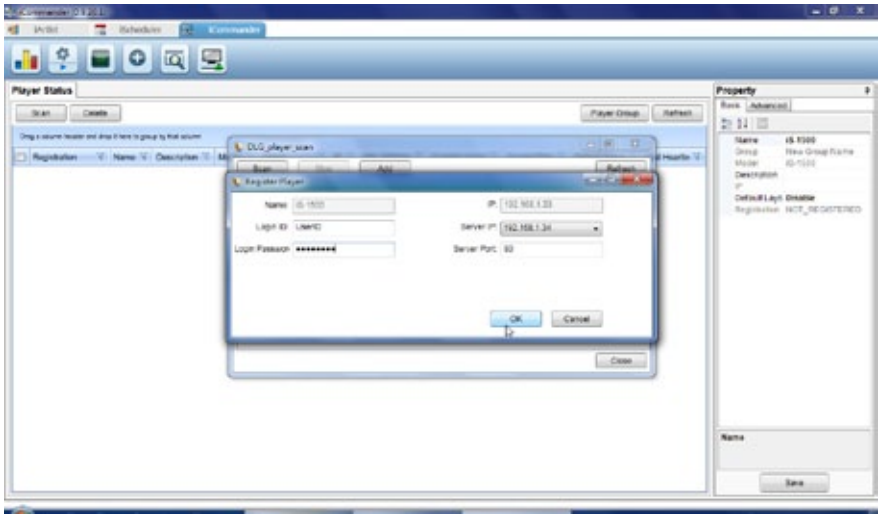


Figure 5-5. Register Player Dialog

5. Click `OK` to save changes or `Cancel` to abort.

6. In the Player Scan dialog click `Close` to return to the Player Status screen.(Figure 3.2.3)

Note:

After adding a player to the system, the initial registration status is `UN-REGISTERED`. After several seconds, the status should change to `REGISTERED`. If the status does not change, click the refresh button. If the status still does not change, make sure the correct player username and password have been used.

Deleting Players

Deleting a player removes a player from the iSignager server. The player is no longer accessible for management.

Note:

The maximum number of players an iSignager server can manage is 25.

1. Click the `Player Status` button to show the player status panel.

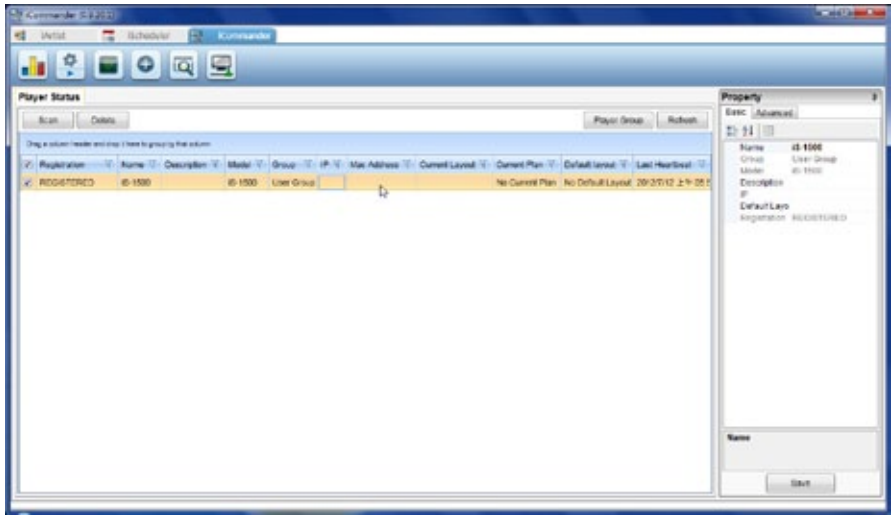


Figure 5-6. Player Status Panel

2. Select a signage player from the list on the Player Status panel.
3. Click `Delete`.
4. On the confirmation dialog, click `Yes` to confirm deletion, or `No` to abort.

Modifying Player Properties

1. Click the `Player Status` button to show the player status panel.

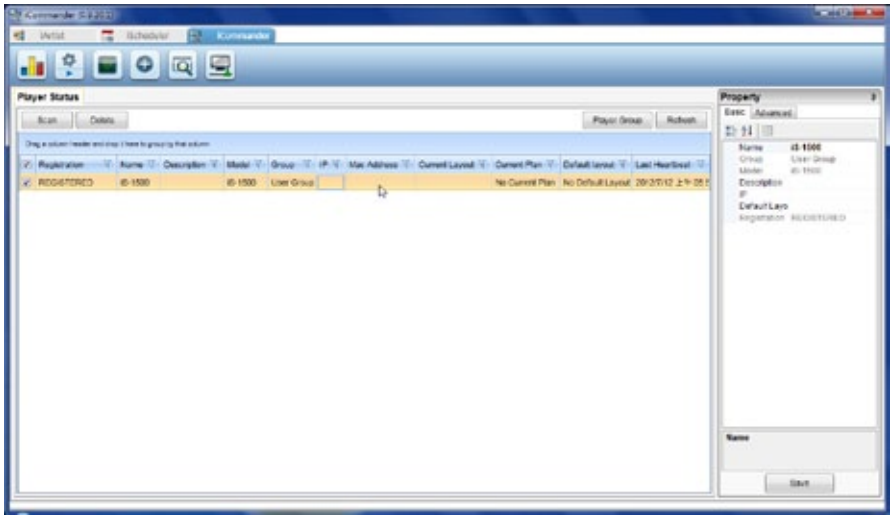


Figure 5-7. Player Status Panel

2. Select a signage player from the list on the Player Status panel.

Modifying Basic Properties

1. Click the `Basic` tab of the `Property` panel.

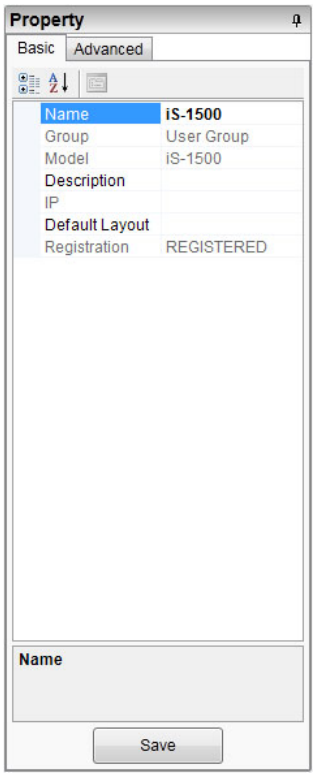


Figure 5-8. Signage Player Basic Properties

2. Select one of the following properties to edit:

Table 5-1. Signage Player Basic Properties

PROPERTY NAME	DESCRIPTION
Name	Name of the signage player
Group	The group that the signage player belongs to
Model	The signage player's model name
Description	A description of the signage player
IP	IP address of the signage player
Default Layout	The default layout used when a player does not have a layout assigned to it
Registration	Registration status of the signage player

Modifying Advanced Properties

1. Click the `Advanced` tab of the `Property` panel.

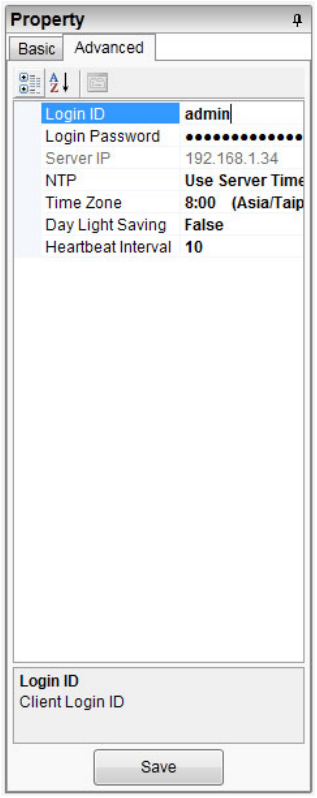


Figure 5-9. Signage Player Advanced Properties

2. Select one of the following properties to edit:

Table 5-2. Signage Player Advanced Properties

PROPERTY NAME	DESCRIPTION
Login	ID The username for the iSignager server
Login	Password The password for the iSignager server
Server IP	IP address of the iSignager server
NTP	The IP address of the network time protocol (NTP)
Time Zone	The time zone of the signage player
Daylight Saving	Enable/disable daylight saving time
Heartbeat Interval	A player sends a heartbeat packet to the iCommander to inform the server that it is still active. The default interval is 10 seconds.

Creating Groups

Grouping is a convenient way to manage players that serve a single purpose , such as displaying media on a single floor of a shopping mall.

1. Click the `Player Status` button to show the player status panel.

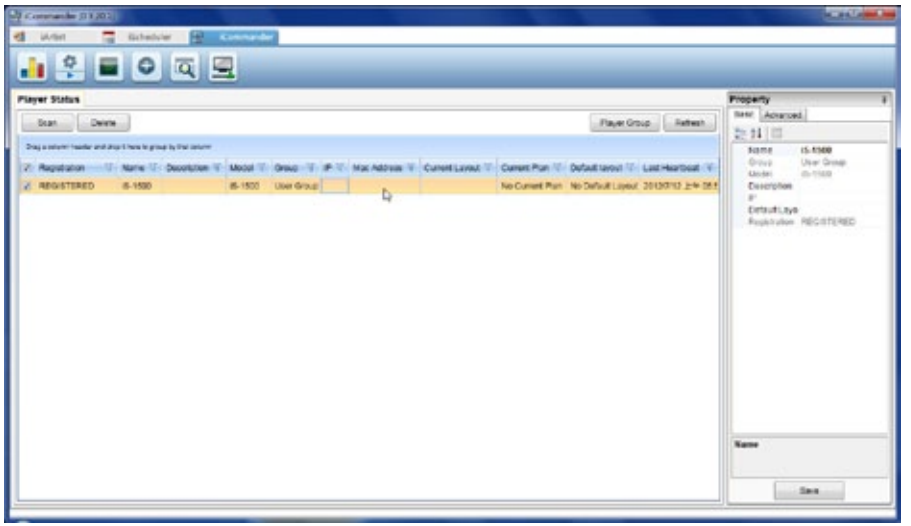


Figure 5-10. Player Status Panel

2. Click `Player Group` to show the `Player and Group` dialog.

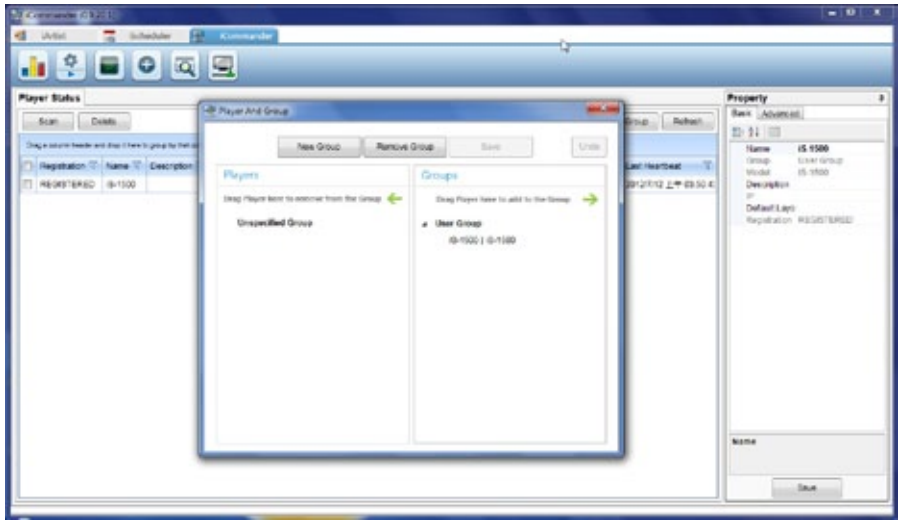


Figure 5-11. Player and Group Dialog

3. Click `New Group` to create a new group entry.

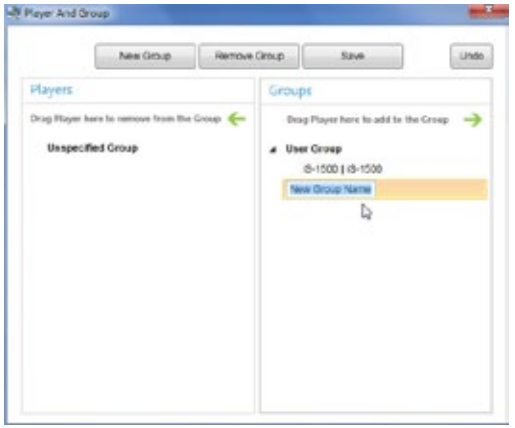


Figure 5-12. New Group

4. Click on the new group name to change the value.
5. Click `Save` to save the changes or `Undo` to abort.

Removing Groups

1. Click the Player Status button to show the player status panel.

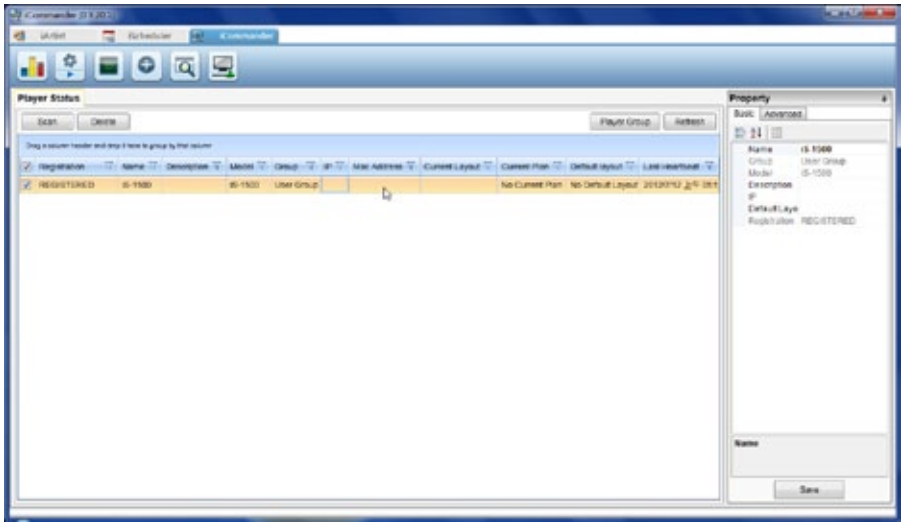


Figure 5-13. Player Status Panel

2. Click Player Group to show the Player and Group dialog.

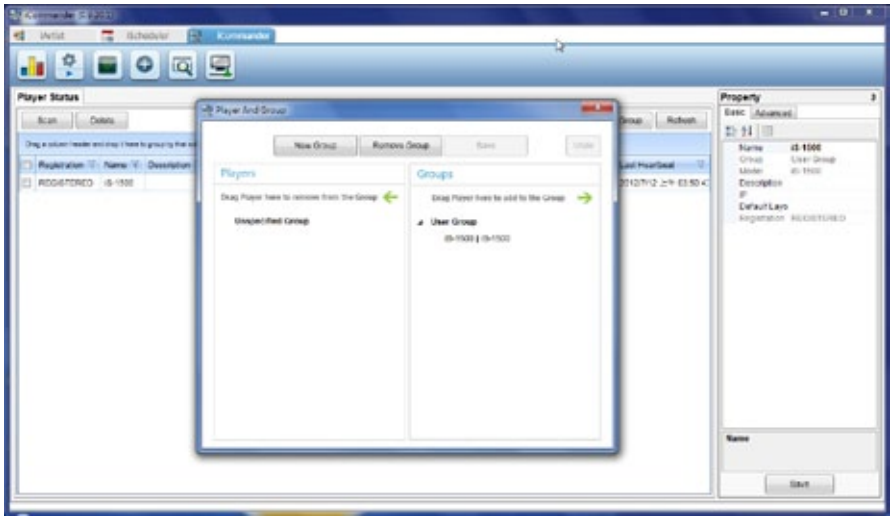


Figure 5-14. Player and Group Dialog

3. Click on a group name in the Groups list.

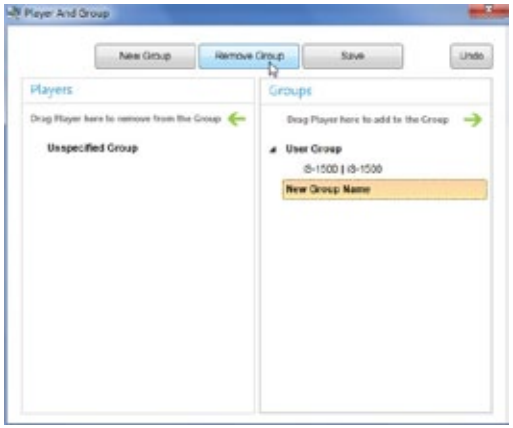


Figure 5-15. New Group

4. Click Remove Group.
5. Click Save to save the changes or Undo to abort.

Monitoring Players

1. Click the Player Monitor button to show the player monitor panel.

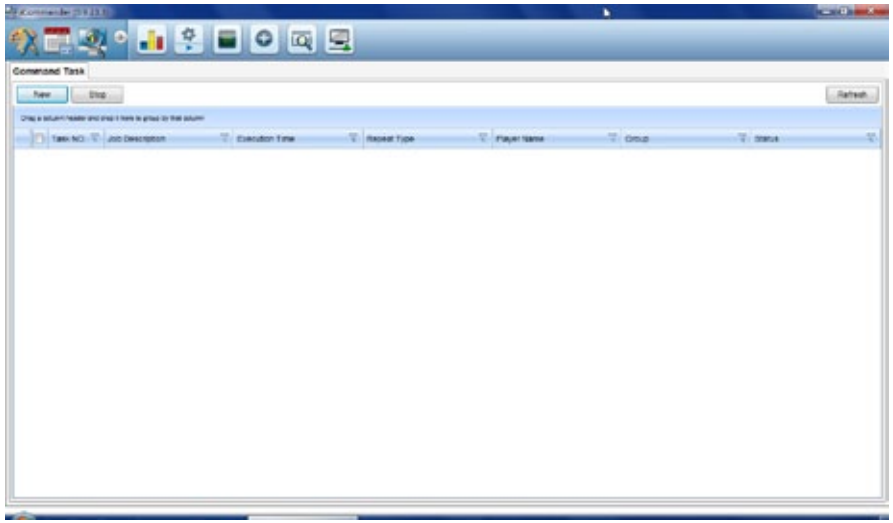


Figure 5-16. Player Monitor Panel

2. Select a signage player in the list to view the following properties.

Table 5-3. Player Monitor Properties

PROPERTY NAME	DESCRIPTION
Name	The signage player
Mode	The signage player model name
Group	The group that the signage player belongs to
IP	The IP address of the signage player
Last Heartbeat	A player sends a heartbeat packet to iCommander to inform the server that it is still active. The default interval is 10 seconds. **Note:** If iCommander has not received a heartbeat for 30 seconds, it will change the connection status to OFFLINE.
CPU Utilization	The % of the CPU utilized by the signage player
System Temperature	The system temperature of the signage player
Storage Usage (MB)	The total storage amount and the amount used by the signage player
Storage Usage (%)	The % of total storage used by the signage player
FW Version	The signage player's firmware version

Task Management

iCommander sends out commands to players to perform remote tasks such as rebooting, turning on or off schedules, etc.

Creating Commands

1. Click the Command Task button to show the command task panel.

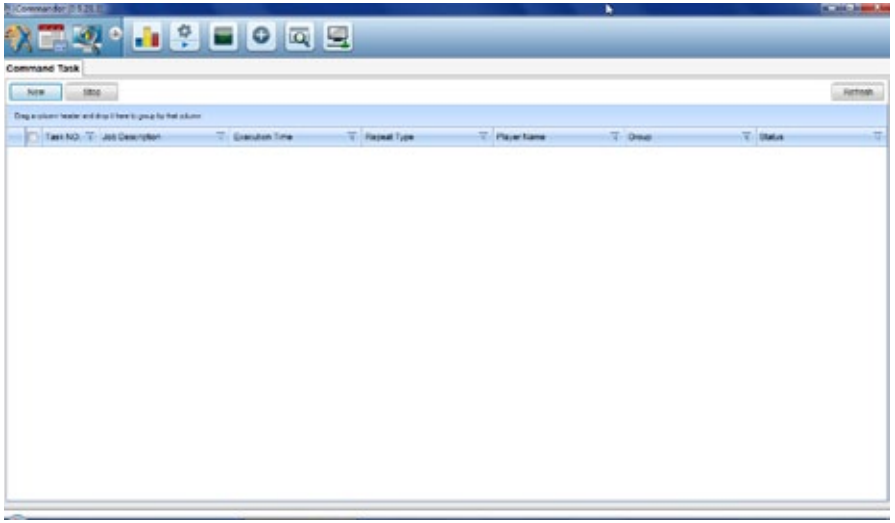


Figure 5-17. Command Task Panel

2. Click New to show the new command dialog.

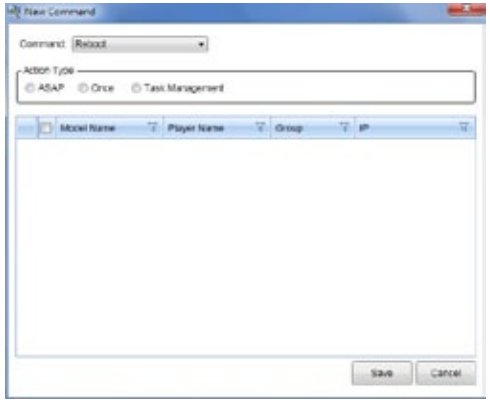


Figure 5-18. New Command Dialog

3. Select a signage player in that player list.

4. Select a command from the Command drop-down list.

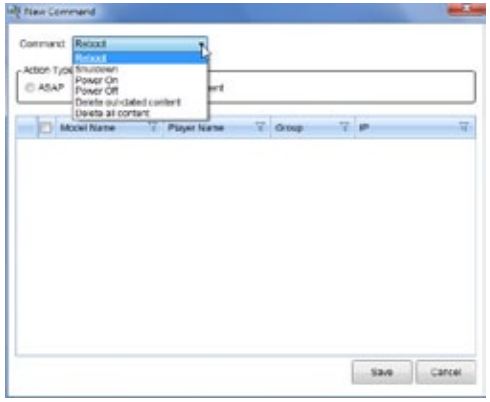


Figure 5-19. Command Dropdown List

5. Select the Action Type.

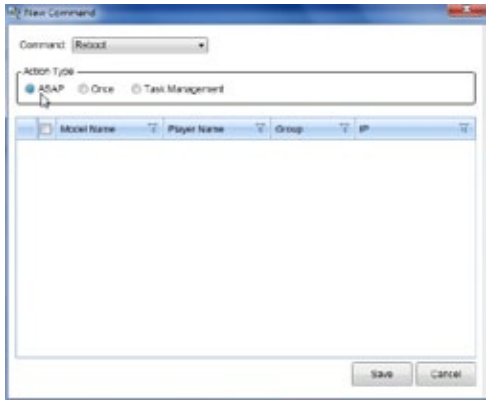


Figure 5-20. Action Type Radio Button List

Note:

If the action type is Once, enter an Execution Date.

If the action type is Task Management, select Repeat Type and enter an Execution Date.

6. Click Save to save the new command task or Cancel to abort.

Note:

The commands Reboot and Shutdown can only be used with the Action Type ASAP.

Note:

The main use of the commands Power On and Power Off are for scheduling the player for optimal power consumption.

Note:

The command Delete out-dated content deletes out-dated content on the player.

Note:

The command Delete all content deletes all plan and media content on the player.

Deleting Commands

1. Click the Command Task button to show the command task panel.

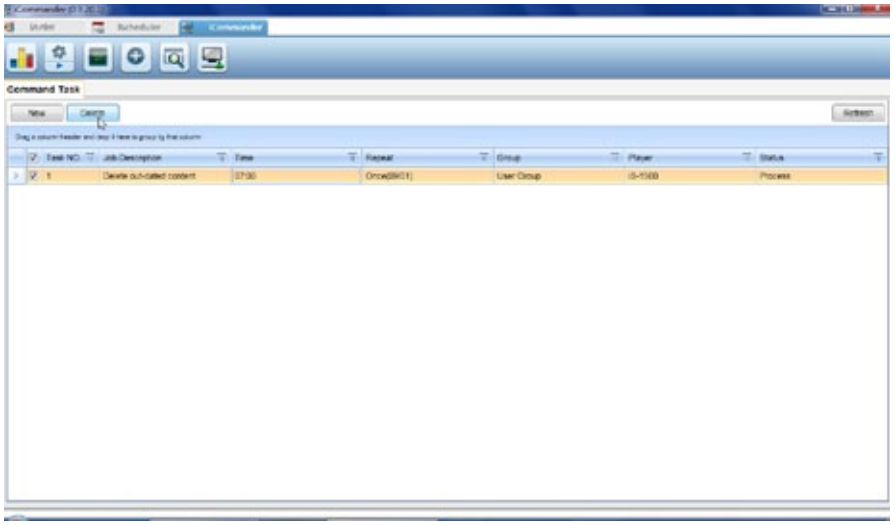


Figure 5-21. Command Task Panel

2. Select a command task in the task list.
3. Click `Delete`.
4. In the confirmation dialog, click Yes to confirm deletion, or No to abort.

Log Status

Searching for Logs

1. Click the `Log Viewer` button to show the log viewer panel.

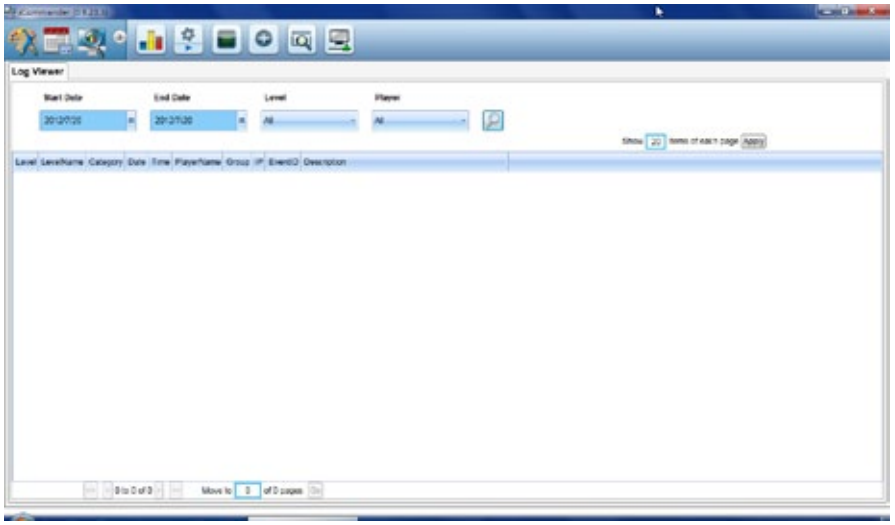


Figure 5-22. Log Viewer Panel

2. Click Start Date picker to select a starting date for the search.

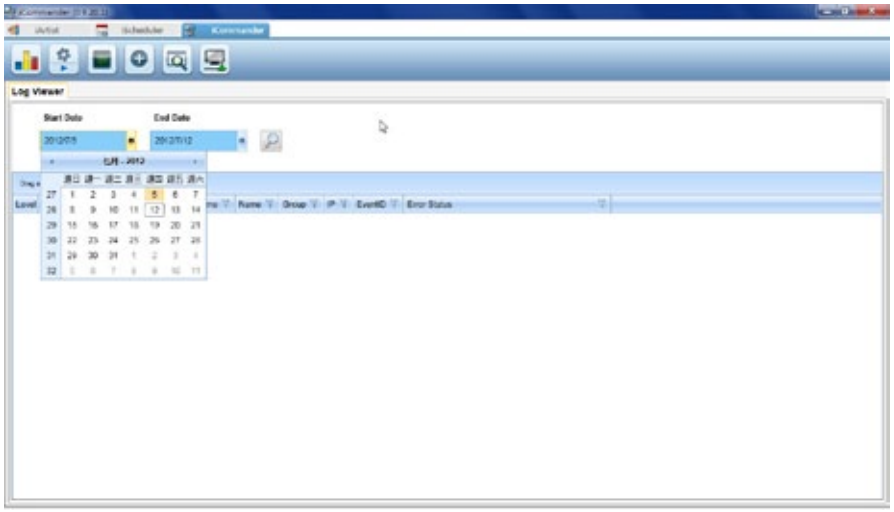


Figure 5-23. Start Date Picker

3. Click End Date picker to select an ending date for the search.

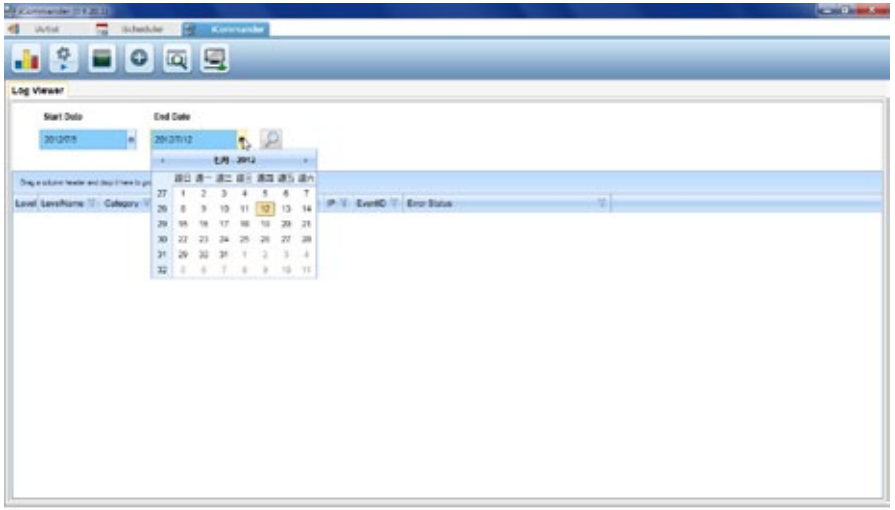


Figure 5-24. End Date Picker

4. Click the search button to run the search.

5. View the following log event properties in the log event list

PROPERTY NAME	DESCRIPTION
Level	There are three log event levels: ● **Info**: player operates normally ● **Warning**: playback has encountered a hardware limitation. ● **Error**: playback is inconsistent, and failure or player shutdown may occur.
Level Name	Name of the log event level
Category	There are four log event categories: ● **System:** Booting, rebooting or network and storage related system events ● **Signage**: playback related information ● **Task**: Receive, run and report task status to the iCommander ● **Publish**: Report the plan transition status
Date	Date of the log event
Time	Time of the log event
Name	Signage player name
Group	Signage player group
IP	Signage player's IP address
Event ID	Log event ID
Error Status	Log event error status.

Publishing Status

A plan can be published to multiple players. The status of each player linked to a plan can be seen in the rows under the plan.

1. Click the `Publish Task` button to show the publish status panel.

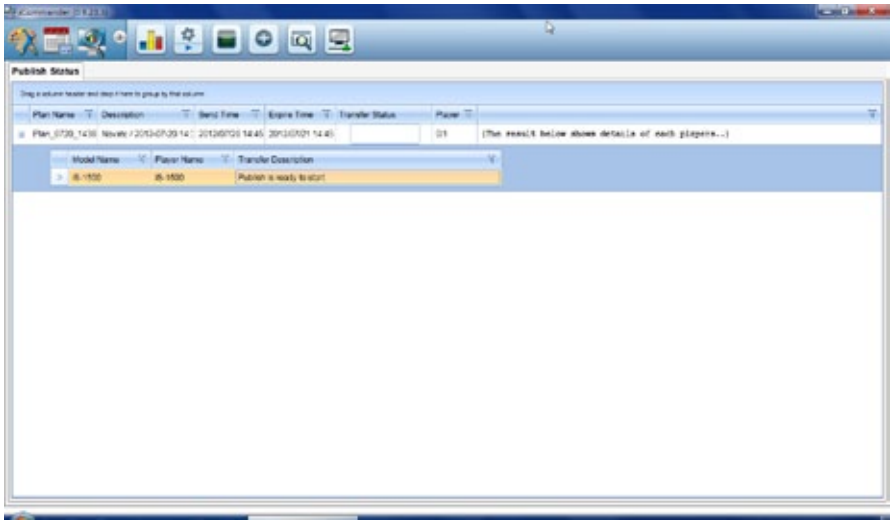


Figure 5-25. Publish Status Panel

2. View the following publishing status properties in the publishing status property list.

Table 5-4. Publishing Status Property List

PROPERTY NAME	DESCRIPTION
Plan Name	Schedule plan name
Description	Schedule plan description
Send Time	Sending time of publishing a schedule plan
Expire Time	A plan must finish being published before starting being play back. The system determines when the plan expires.
Transfer Status(Progress Bar)	Visual display of the transfer ring status

Table 5-5. Signage Player Publishing Status

PROPERTY NAME	DESCRIPTION
Model Name	Signage player model name
Player Name	Signage player name
Detailed Transfer Status	Details of the transfer ring status
Error Status	Status of publishing error(s)

Technology Support

QNAP provides dedicated online support and customer service by Email. You can contact us by the following methods:

Online Support: http://helpdesk.qnap.com/
Email: ds_support@qnap.com